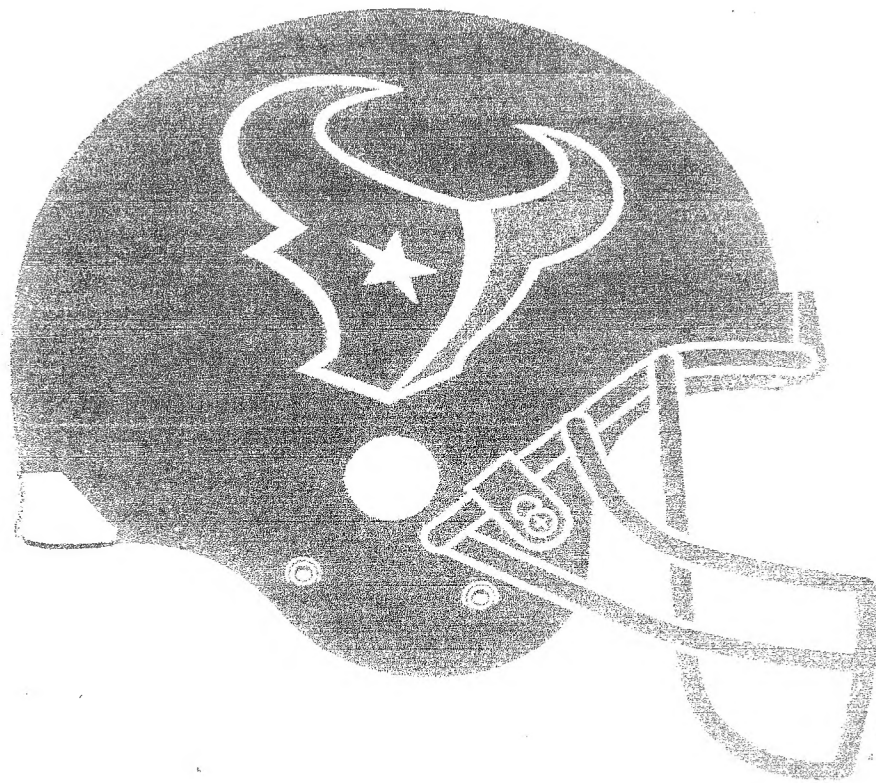


# 2003 TEXANS OFFENSE



## GENERAL INFORMATION





# TEXANS OFFENSE

## 2003 TEXANS OFFENSE General Information

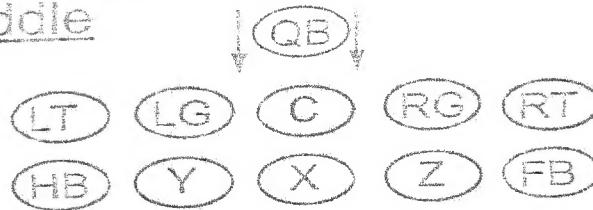
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## THE HUDDLE

BALL

7 yds

### Choir Huddle



### Huddle

NOTE: At No time can the Offense have more than 11 people in the huddle.

1. Center will be the first man to set the Huddle seven yards from the ball. Hurry. QB aligns in front of the Huddle facing the Offense. We will align in a "Choir" huddle.
2. Remember we have only 40/25 seconds to get a play started - We must save all the time possible by being efficient in our huddling - time starts as the referee brings his hand down or the umpire raises his hand.
3. Keep a Constant Huddle - the shape and appearance is the responsibility of each man.
4. The QB does the talking - All others LISTEN! The QB must talk straight out - Not up in the air or down at the ground - see all of your men.
5. OL in front row of huddle assume position with hands on your knees.
6. After giving the play Number, the QB will say "READY" - then pause - All clap hands which is the signal to break the huddle - jog to the LOS! - NEVER WALK!
7. The Center and Wide Receivers break the Huddle when the Snap Count is given - you must Run Fast - sometimes you must cover alot of distance.
8. When sent in with Information, get it to the QB - Do not leave the Sideline unless you thouroughly understand the information.
9. A clock located in the End Zone, and in full view of the players, will be started on the referee's signal before each play - We will have 40/25 seconds to get the ball in play.
10. If we are in Hurry-Up Offense or Two-Minute Offense and we substitute without a Huddle, you must enter while ball is Dead and move onto the field as far as the Inside of the Field Numerals before aligning in a formation.



## HUDDLE SITUATION - CADENCE

### HUDDLE SITUATION

5. The QB always makes his call in the same sequence:
1. Shift (Optional)
  2. Formation (motion and adjustments possible)
  3. Play
  4. Starting Count

Example: C Weak Slot; Ride 39 Bob

### CADENCE

1. The Cadence is a combination of Words and Numbers used in a Non-Rhythmic count. It is imperative that the Cadence becomes an offensive weapon. This can be accomplished by:

- A. QB calling the "HUT" in a non-rhythmic fashion.
- B. QB changing the starting count.
- C. Offense getting off PRECISELY on the Count.
- D. Double Cadence
- E. Disregard

2. Words will always be used in the Cadence.

- A. We will begin our cadence with a Down Lineman count by the QB  
(i.e.: 3 Down, 4 Down (Sub, Bat), 5 Down (Cub))
- B. The "SET" command will be next followed by two groups of Numbers or Words.  
(i.e.: 2-98, 2-98) (2-Buffalo Bruce, 2-Buffalo Bruce)
- C. "Hut" will be used to ignite the offense following the second group of Numbers or Words.

3. Possibilities of our Starting Count

- A. 1st Sound - HUT
- B. 2nd Sound - Down Lineman Count followed by HUT
- C. 2nd Number - 4 Down, Set, 2-18, HUT
- D. On One - First HUT after Numbers
- E. On Two - Second HUT after Numbers
- F. Double Cadence - Use Cadence Twice

4. Examples:

- A. 2nd Sound - 4-Down, HUT
- B. On One - 5 Down, Set, 2-18, 2-18, HUT
- C. On Two - 3 Down, Set, 1-14, 1-14, HUT, HUT
- D. On Three - 4 Down, Set, 2-84, 2-84, HUT, HUT, HUT





## CADENCE - AUDIBLES

5. All plays CHECKED at the LOS will be snapped on TWO. This includes all Packages, Audibles and Directions.
6. Any shifting will take place on the Down Lineman Count, i.e., "4 Down" - The shifting will then begin. The QB will repeat the Down Lineman Count followed by "Set".
7. Any movement will occur on the heel of the QB.
8. SILENT COUNT - This will be used when the Offense is having trouble hearing the Quarterback in the Shotgun formation.

## AUDIBLES

- A. AUDIBLES give us the ability to change a play called in the huddle to a New play at the LOS. The audible concept is based on RECOGNITION.

Huddle Call - 0, Ride 39 Bob, On Three

Desired play is based on defensive alignment

If the Snap Count in the Huddle is repeated at the LOS, the Number or Words following the snap count is now the new play. The snap count is automatically on TWO.

Example: "3-Down, Set, 3-90, 3-90, Hut, HUT"

- B. Automatics refer to plays called at the LOS, selected from a predetermined group of plays.

- C. If an audible situation occurs and the snap count is on the 2nd sound or 2nd number, before the QB puts his hands under the center he will say to the left and right "On Two-On Two". The snap count is now changed to two and the audible may be used.

Example: "3-Down, Set, 2-90, 2-90, Hut, HUT"

- D. If the cadence has begun and an audible situation presents itself, the QB may change the present play to the predetermined audible, by stepping off the LOS and repeating the word "Check" with the desired play to the left and to the right.

Example: "Check 90, Check 90, Hut, HUT"

The snap count is now on Two. (Obviously within one sound of the original snap count, he cannot change the play)

## PACKAGES

A type of automatic used in which pass plays or run plays are grouped to take advantage of specific coverages or specific defensive alignments. In the Huddle, the will be called beginning with the word PACKAGE.

## DIRECTION

A type of automatic used in which a particular play is called in the Huddle and the direction of the play is called in the Huddle and the direction of the play is determined at the LOS. The direction of the the play is determined at the LOS. The direction of the play is based on defensive alignment. The QB will keep the play on if the direction called is appropriate to the defensive alignment. If the defensive alignment calls for the play to be checked, the QB will say "Opposite" and the snap count is now on "Two".

Example: "4-Down, Set, 2-Opposite, 2-Opposite, Hut, HUT"

## OMAHA

The QB may call "Omaha" as the offensive unit is breaking the Huddle. This means the play clock is running out and we must get to the LOS quickly. Any shifting or movement called in the huddle is off and you align in what would be the finished formation. The ball would be snapped on the 2nd SOUND ("4-Down - HUT") and you run the play called in the Huddle.

## THUNDER

The QB may call and signal "Thunder" as the offensive unit is at the LOS. This means a deployed receiver is uncovered and will run a "Flow" or vertical route looking for the football in the uncovered area. The Line will block Firm with tackles and TE cutting. Everything called in the Huddle is Off. The ball will be snapped on the 2nd SOUND ("4-Down - HUT").

## BINGO

The QB may call and signal Bingo when the offense wants to hurry to the LOS and run a play before the defense can get set. The ball will be snapped on the 2nd SOUND ("4-Down - HUT")

1. An Opposing Coach may want to challenge a successful play. We will get set and run a pre-determined play before the challenge can be made.
2. After a Long Pass Completion or Long Run, we will hurry to the LOS, get set and run a play before the defense can get set or substitute personnel. We will catch them in a mismatch or with too many men on the field, especially near the GL.



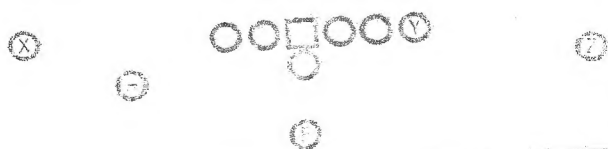
# BINGO

Our Bingo Offense allows us to Hurry to the LOS and run a play before the defense can:

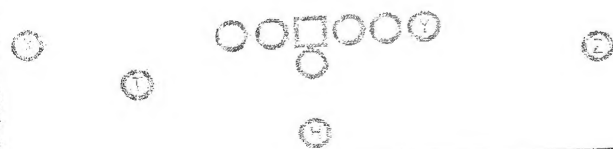
1. Substitute Personnel
2. Challenge a Play
3. "Catch Their Breath"

We will align in 0 Out Formation. If we are in Flush, We will align in 0 Half Rt.  
In our Jacks or Jumbo GL Personnel, we will align in 0 Tite Close.

Regular



Ace



Queens



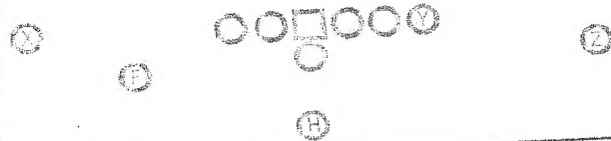
Kings



Tens Heavy



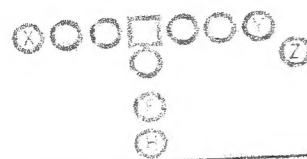
Tens



Flush



Jacks



## Codewords:

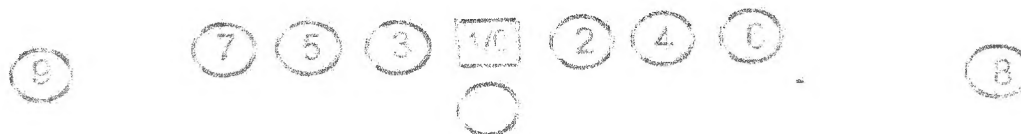
"Army" = Ride 38 Slash  
"Navy" = 76 Y-Sail \_\_\_\_ Hot  
"Air Force" = QB Sneak

## Goalline Codewords:

"Marines" = Slant 32 Lead  
"Coast Guard" = Ride 137 D.S. Stay X-Flag



## NUMBERING OF HOLES / BALL CARRIER



- Holes are Numbered Even (0-2-4-6-8) to The Right, Odd (1-3-5-7-9) to the Left.
- On all Blocking, the Hole is Off the Inside Hip of the Numbered Man.

## NUMBER OF BALL CARRIER

- Running plays will be numbered 10 through 49 and called in backfield series by a word description. Examples: Slant, Ride, Toss, Counter, etc.

<p>Odd 20's Even 30's</p> <p>Even 20's Odd 30's</p>	<p>Odd 20's Even 30's</p> <p>Teens</p>	<p>Teens</p> <p>Odd &amp; Even 30's</p>
<p>Odd 20's Even 30's</p> <p>Even 20's Odd 30's</p>	<p>Teens</p> <p>Even 20's Odd 30's</p>	<p>Teens</p> <p>Odd &amp; Even 30's</p>

- 40's      Draws
- 50 through 99:      Drop Back Pass
- 100 Series:      Play Action (QB in Tackle Box)
- 200 Series:      Waggle, Break Perimeter or 1/2 Roll
- 300 Series:      Bootleg and Naked
- 400 Series:      Someone throwing the Ball other than QB
- 500 Series:      Screens
- 600 Series:      Run Action 1/2 Roll Concept
- Special Plays:      Plays that Do Not fit above categories

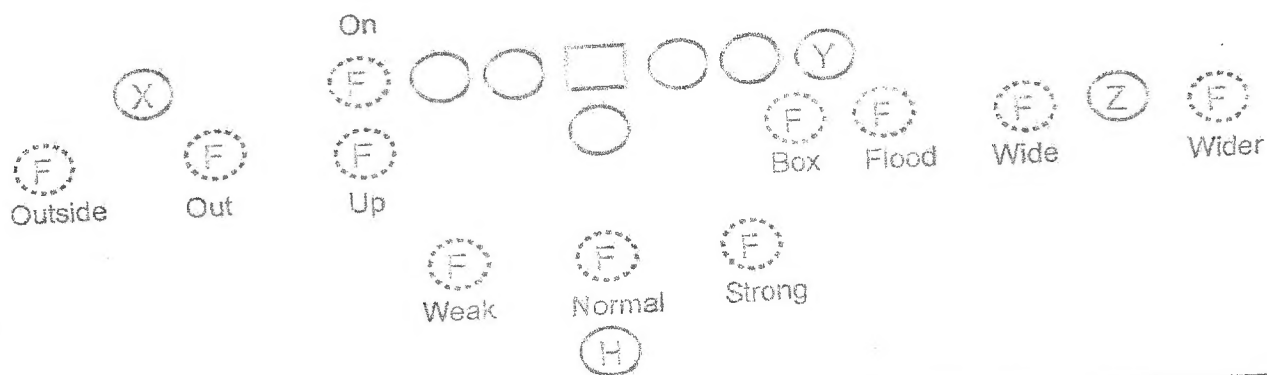


## PERSONNEL COMBINATIONS

1. REGULAR 2 Backs, 2 WR, 1 TE
2. ACE 1 Back, 2 WR, 2 TE (One designated T)
3. KINGS 1 Back, 3 WR, 1 TE
4. FLUSH 1 Back, 4 WR
5. QUEENS 2 Backs, 3 WR
6. TENS 2 Backs, 1 WR (Z), 2 TE (One designated X)
7. TENS HEAVY 2 Backs, 1 WR (X), 2 TE (One designated Z)
8. JACKS 2 Backs, 3 TE (One as X, One as Z)
9. JUMBO Substituted GL personnel, 2 Backs, 3 TE (One as Substituted OL)
10. CLUBS 1 Back, 1 WR (Z), 3 TE (One as X, One as F)
11. CLUBS HEAVY 1 Back, 1 WR (X), 3 TE (One as T, One as F)
12. LOAD 1 Back, 1 WR (Z), 3 TE (One as Y, One as F, One as X)
13. STRAIGHT 4 WR, 1 TE (Designated)



## (F/T/W) ALIGNMENTS

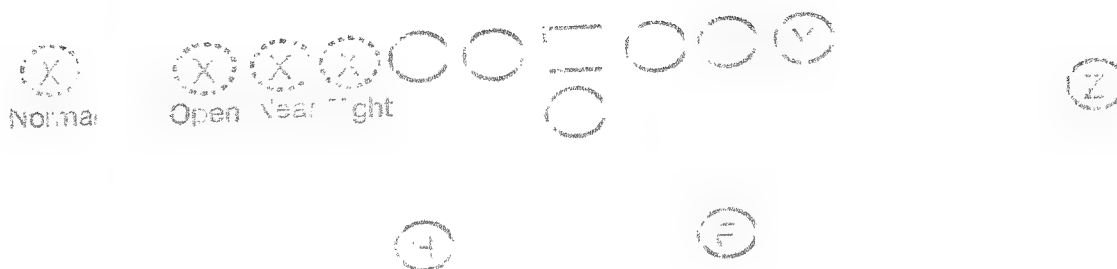


### F & T ALIGNMENTS

WEAK	Away from TE (Split inside leg of OT)- Toes 5 yards depth from back point of ball.
UP	Opposite TE 1 and 1 Outside OT or X in Tite Formation.
OUT	Opposite TE between OT and X.
OUTSIDE	Opposite TE beyond X off ball.
FLOOD	To TE 1 and 1 from TE.
WIDE	To TE (Off the ball) as a WR. If Z is there, split the difference.
WIDER	To TE (Off the ball) aligned outside of Z.
ON	Opposite TE on LOS 2 foot split from OT.
FLOP	H & F switch alignments in backfield.
CHANGE	Term that signifies the H/F or T and designed player (W,T,F,H,X) changing alignments.
BOX	To TE, 1 yard off L.O.S. and 1 yard from OT, Inside TE.
MOVE	Position behind QB in preparation for going in motion or shift. (IF QB is in Gun - align along side of him).
STACK	Position behind QB with no movement (IF QB in Gun align along side of him).
TOY	Term that signifies the T and Y change alignments.

### W-ALIGNMENTS

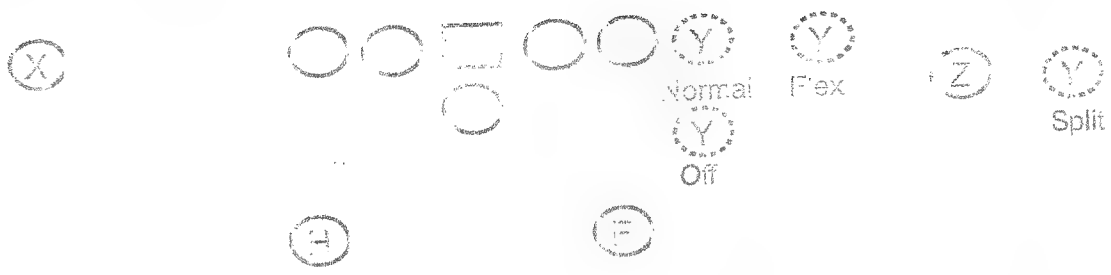
UP	Opposite TE 1 yard off L.O.S. and 1 yard from OT.
OUT	Opposite TE between OT and X (Off the ball).
OUTSIDE	Opposite TE beyond X off the ball.
FLOOD	To TE 1 yard off L.O.S. and 1 yard from TE.
WIDE	To TE (Off the ball) as a WR. If Z is there split the difference.
WIDER	To TE (Off the ball). Aligned outside of Z.
SPREAD	To the call on the ball outside of Z on the ball.
BOX	To TE 1 yard off L.O.S. and 1 yard from OT, Inside TE.
MOVE	Position behind QB in preparation for going in motion or shift. (IF QB is in Gun align along side of him).
STACK	Position behind QB with no movement (IF QB in Gun align along side of him).



### X-ALIGNMENTS

NORMAL	Align away from Y according to play and ball placement.
TIGHT	1 to 3 feet from OT (On the Ball).
NEAR	1 to 3 yards from OT (On the Ball).
OPEN	3 to 6 yards from OT (On the Ball).
CHANGE	Term that signifies the X and designed player (W,T,F,H,Z) changing alignments.
OVER	Align away from Y inside of Z.
TWINS	Align to TE.
OUTSIDE	Align away from Y inside of T/F/H/W.
X-MOVE	Position behind QB in preparation for going in motion or shift. (If QB is in Gun align along side of him).
X-STACK	Position behind QB with no movement (If QB in Gun align along side of him).





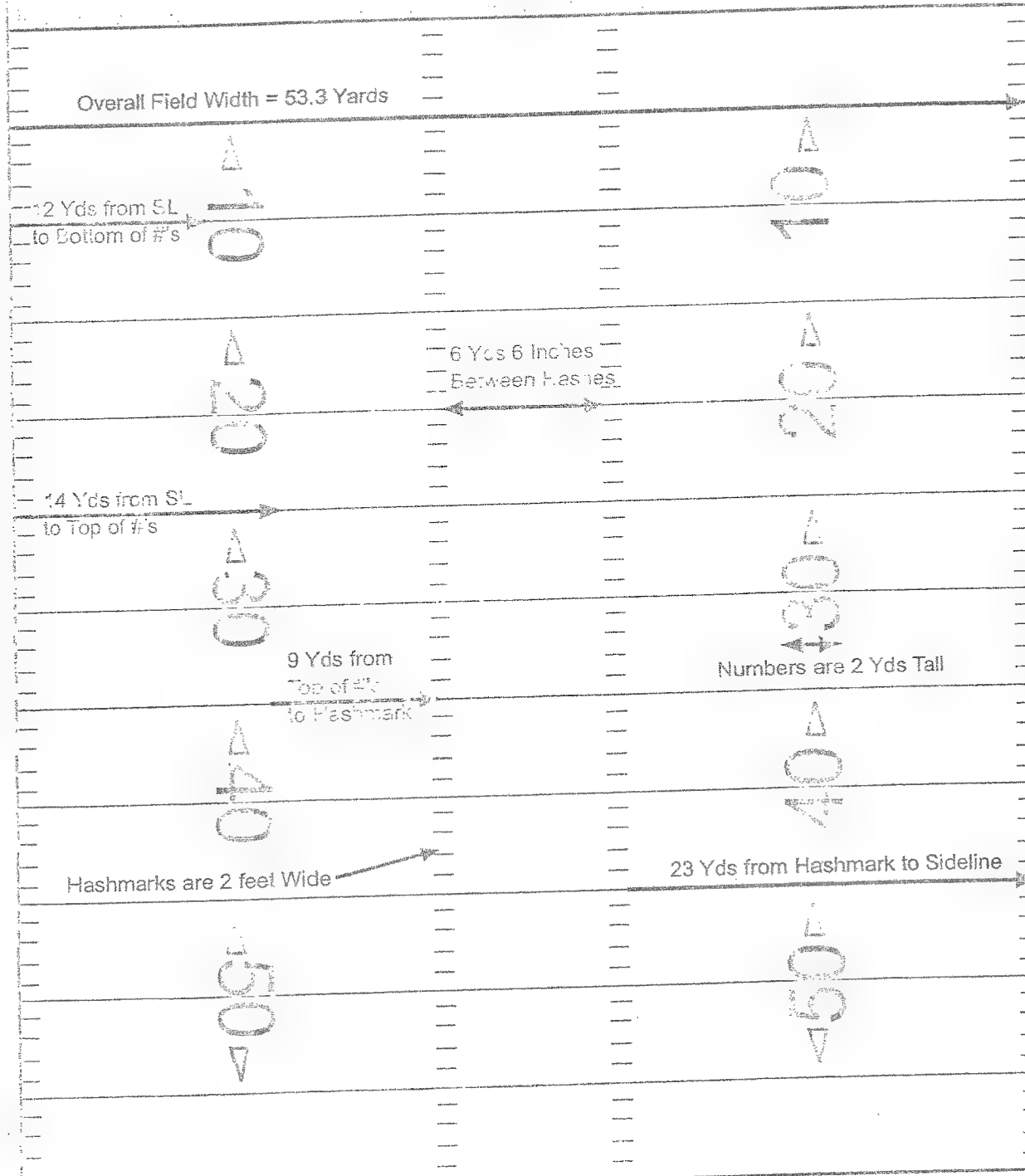
### Y-ALIGNMENTS

NORMAL	2 foot split from OT.
OFF	1 and 1 from OT in normal position for formation called.
SPLIT	Position as a WR to your side on the ball. Outside of Z, if Z is there, off the ball.
FLEX	Position 2 to 5 yards from OT (Based on Play).
MOVE	Position behind QB in preparation for going in motion or shift.
STACK	Position behind QB with no movement.
BOX	Position 2 yards from OT.
TOY	T and Y exchange Positions

#

# TEXAS FIELD OPERATIONS

## TEXANS

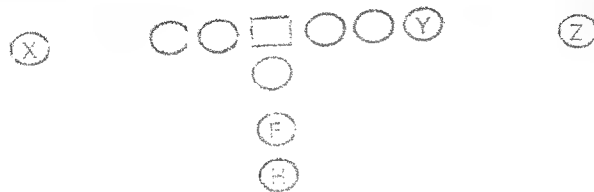
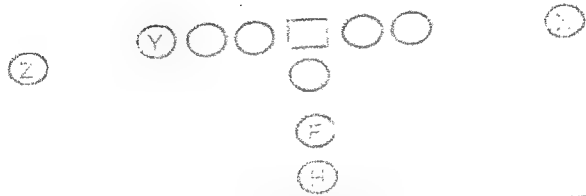


# FORMATIONS AND VARIATIONS

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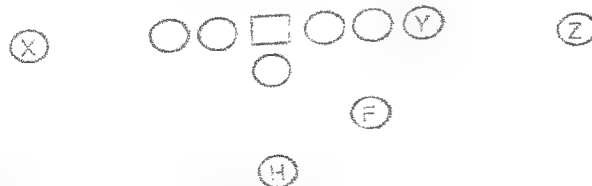
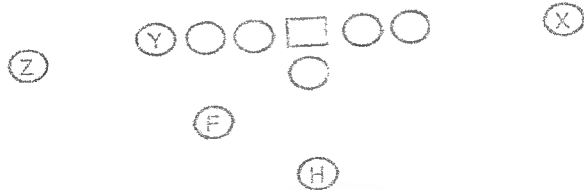
1

0



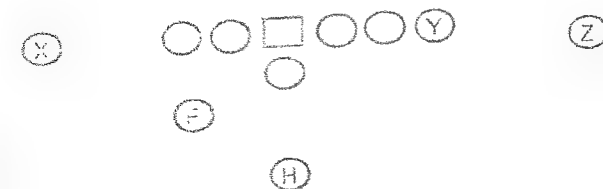
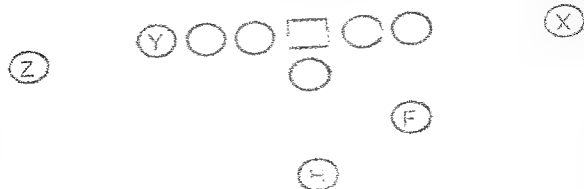
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0 Strong



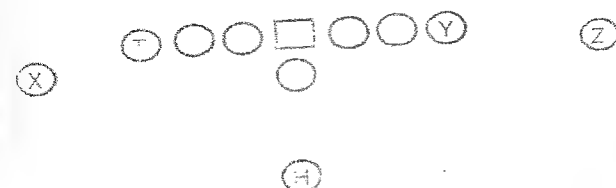
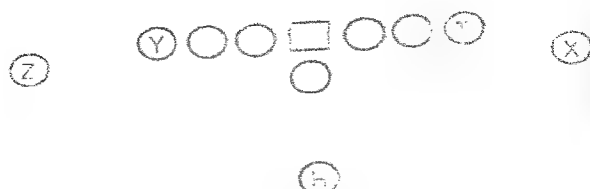
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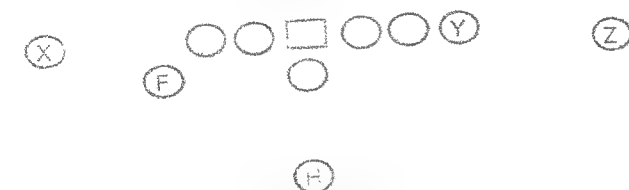
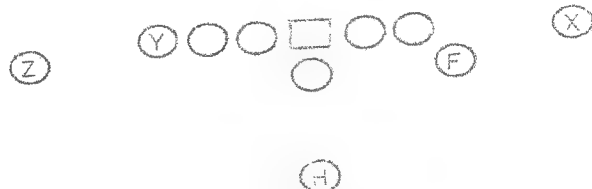
1 On

0 On



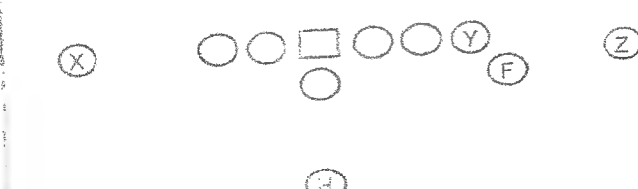
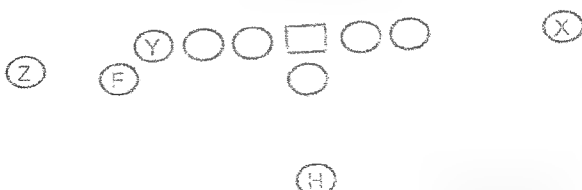
1 Up

0 Up



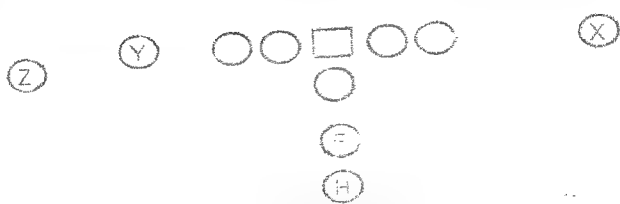
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0 Flood

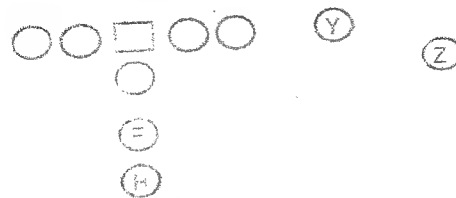


# FORMATIONS AND VARIATIONS

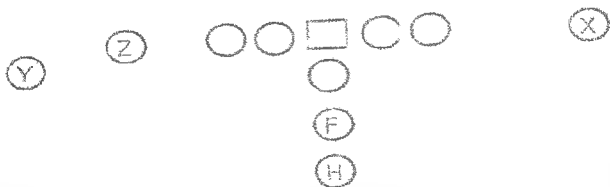
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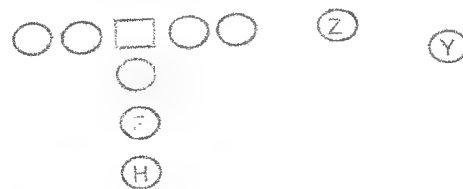
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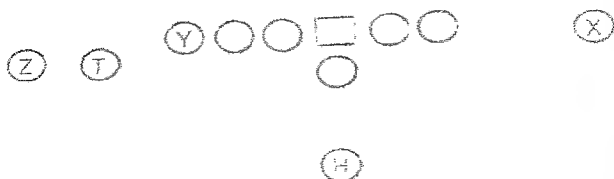
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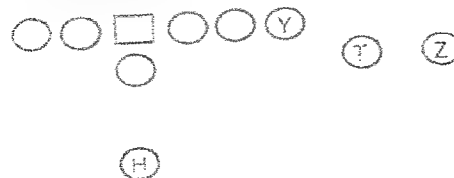
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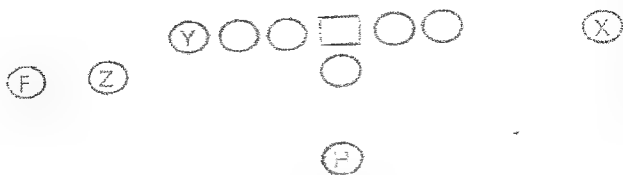
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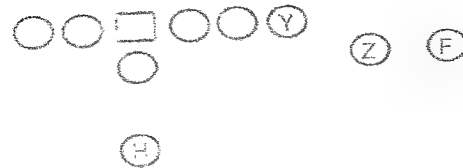
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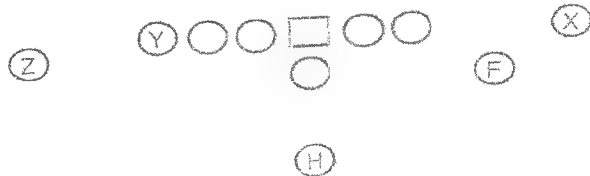
1 Wider



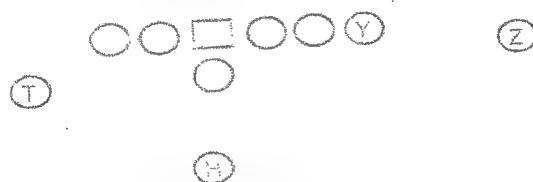
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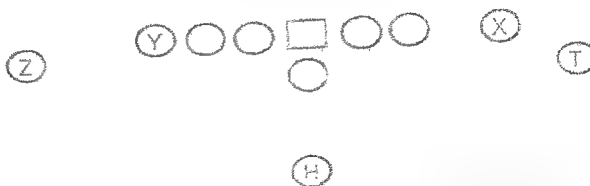
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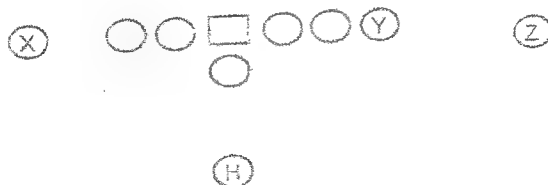
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1 Outside

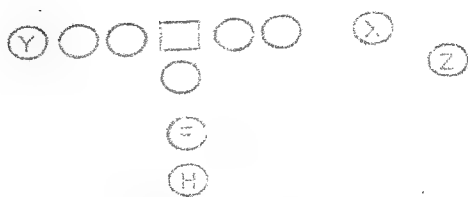


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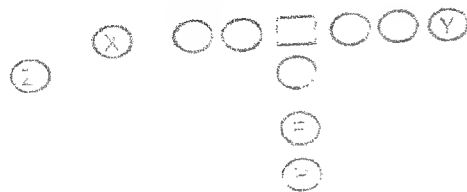


# PLAY FORMATIONS AND VARIATIONS

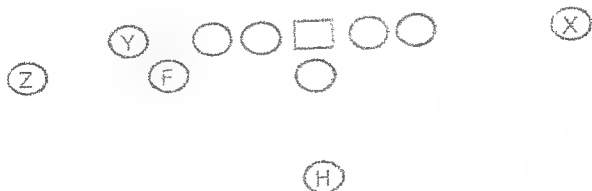
1 Over



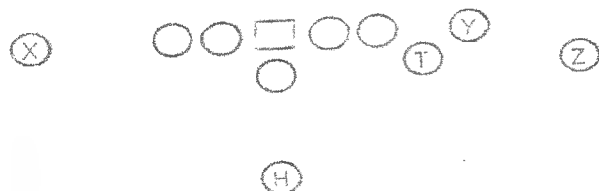
0 Over



1 Box



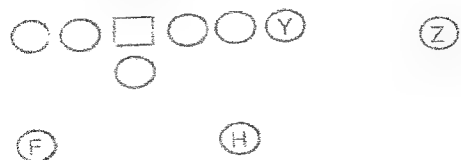
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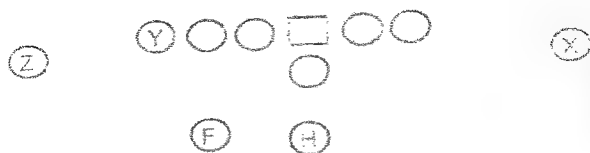
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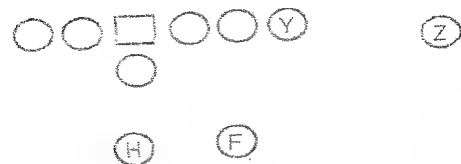
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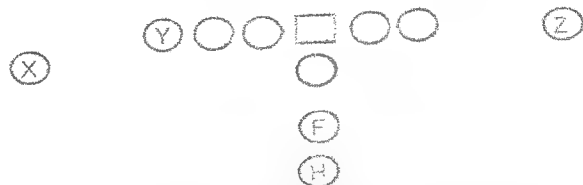
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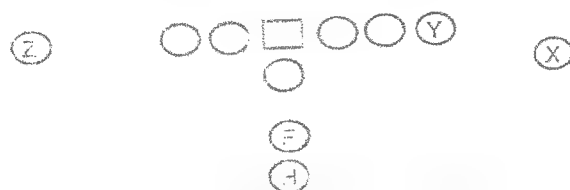
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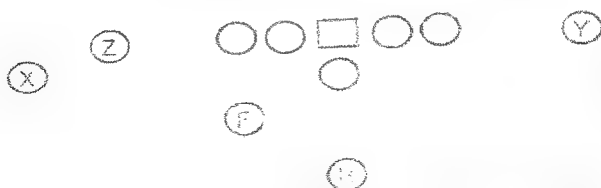
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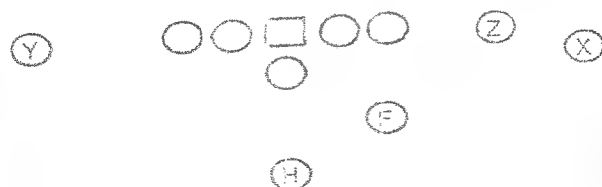
0 Change



1 Strong Split Change



0 Strong Split Change



1 Slot

Y O O ☐ O O (Z) (X) (A) (Z)  
C  
E  
H

2 Slot

O O ☐ O O Y  
C  
E  
H

1 On Slot

Y O O ☐ O O T (Z) (X) (X) (Z)  
C  
H

6 On Slot

T O O ☐ O O Y  
C  
H

1 On Twins

(Z) (X) Y O O ☐ O O T  
C  
H

8 On Twins

T O O ☐ O O Y (X) (Z)  
C  
H

3

(Z) Y O O ☐ O O (X) (X)  
C  
E H

2

O O ☐ O O Y (Z)  
C  
H F

7

(Z) Y O O ☐ O O (X) (X)  
C  
E H

6

O O ☐ O O Y (Z)  
C  
H F

8

(Z) Y O O ☐ O O (X) (X)  
C  
H F

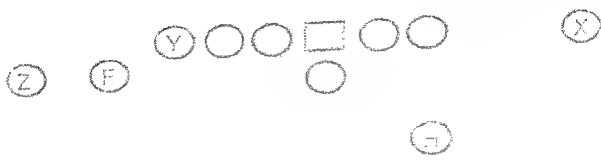
5

O O ☐ O O Y (Z)  
C  
H F



# 2-3 FORMATIONS IN VARIATIONS

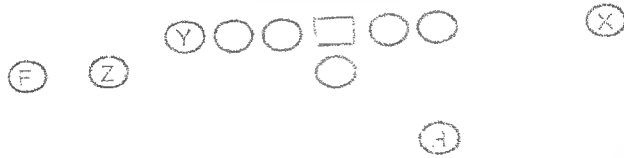
3 Wide



2 Wide



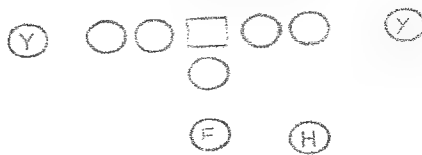
3 Wider



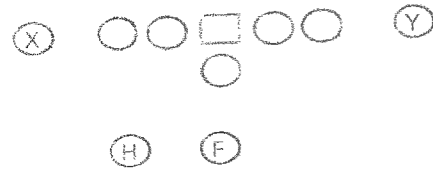
2 Wider



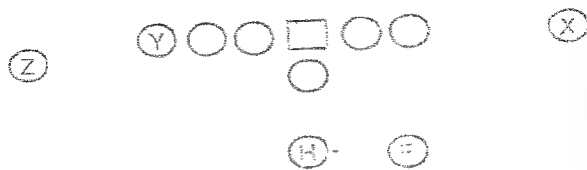
3 Flex Over



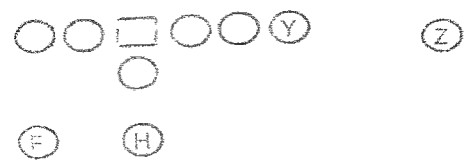
2 Flex Over



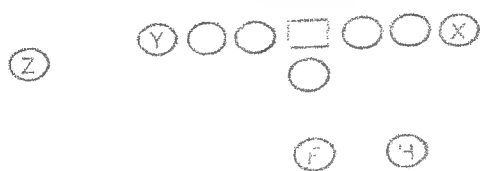
3 Flop



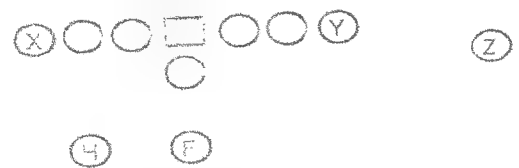
2 Flop



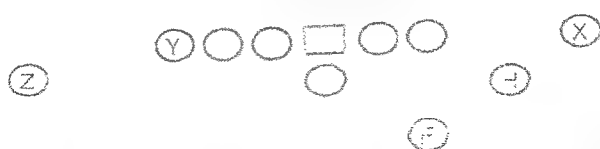
3 Tight



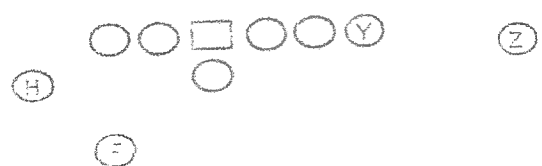
2 Tight



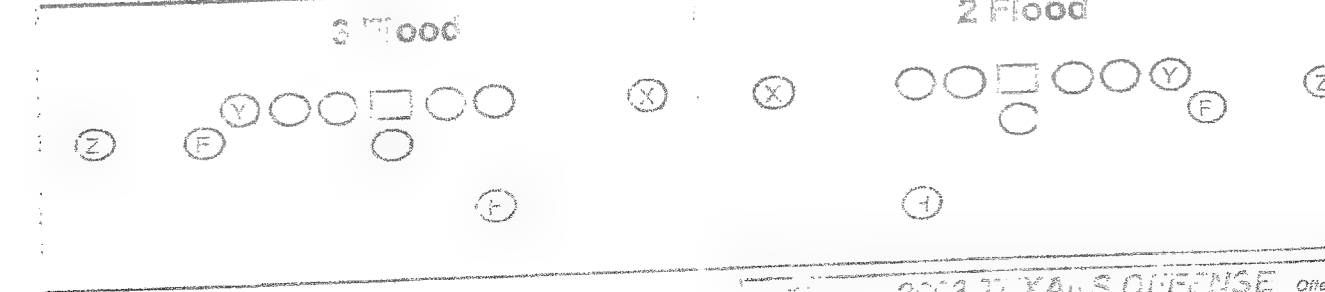
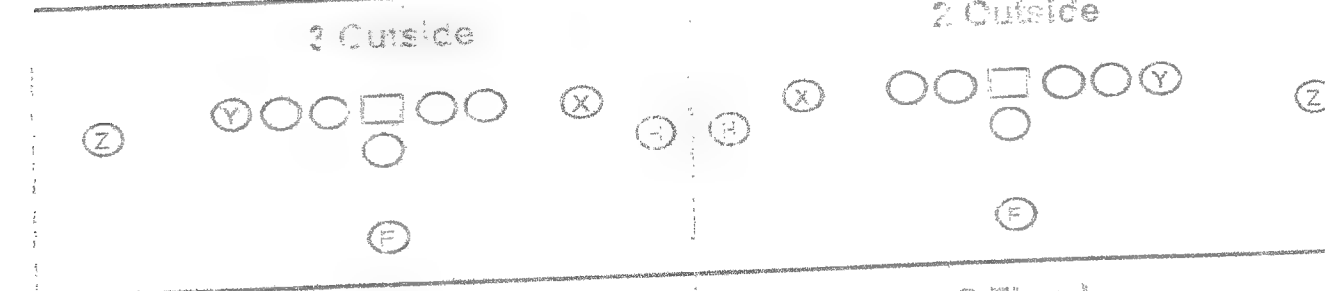
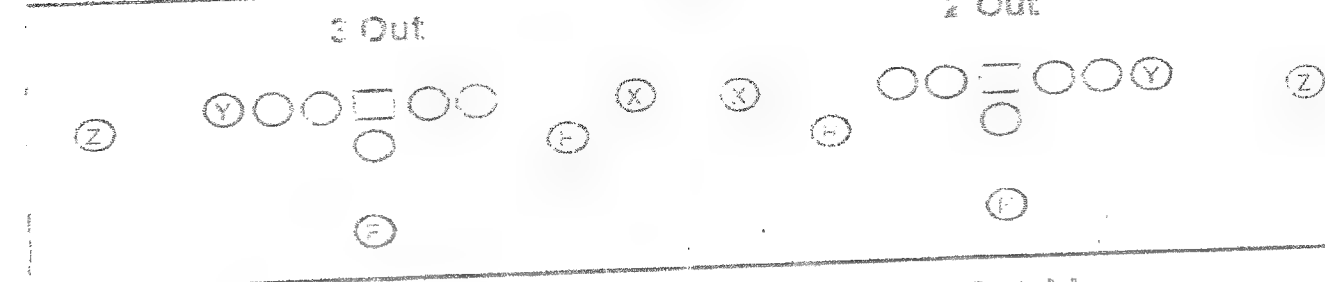
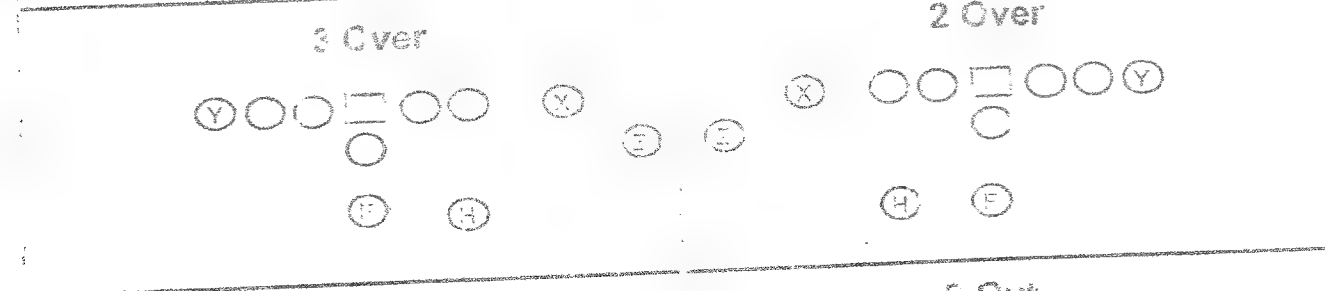
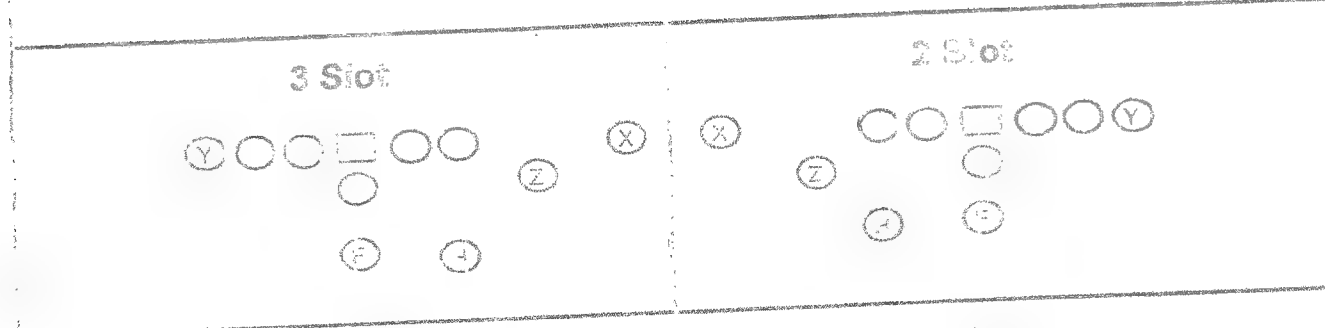
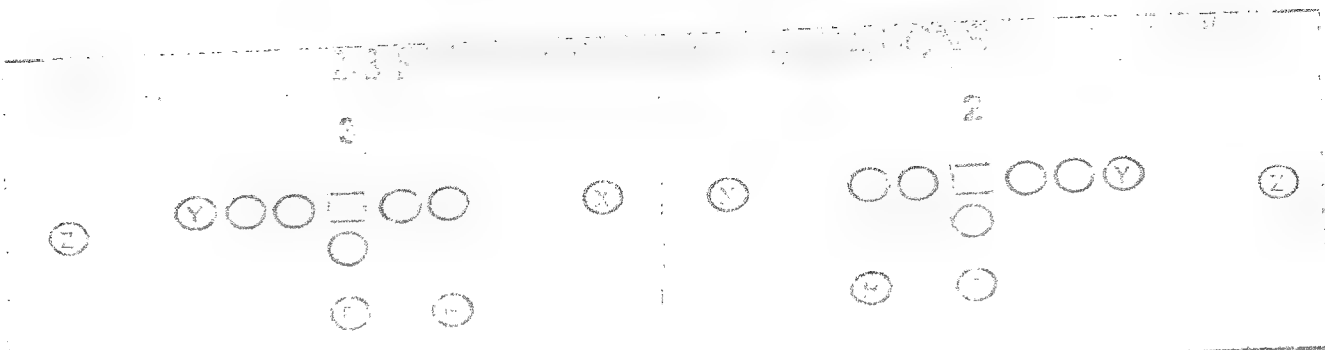
3 Out Weak

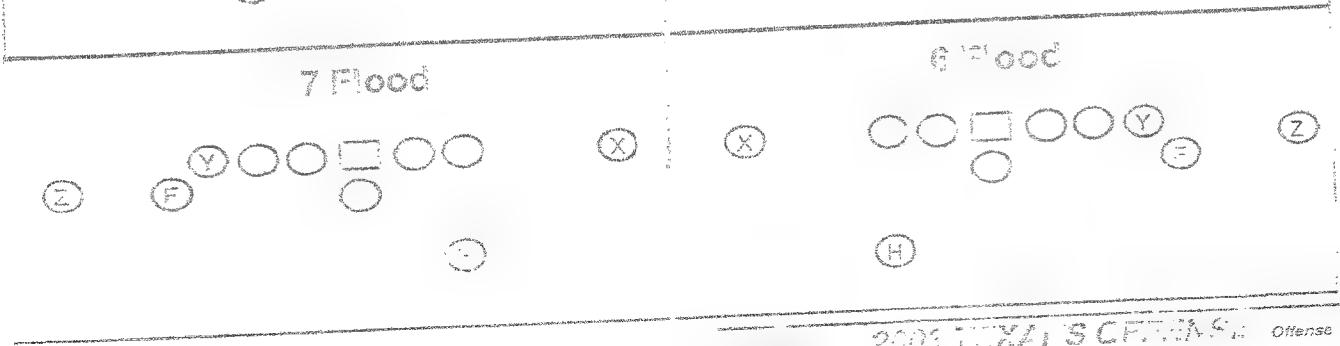
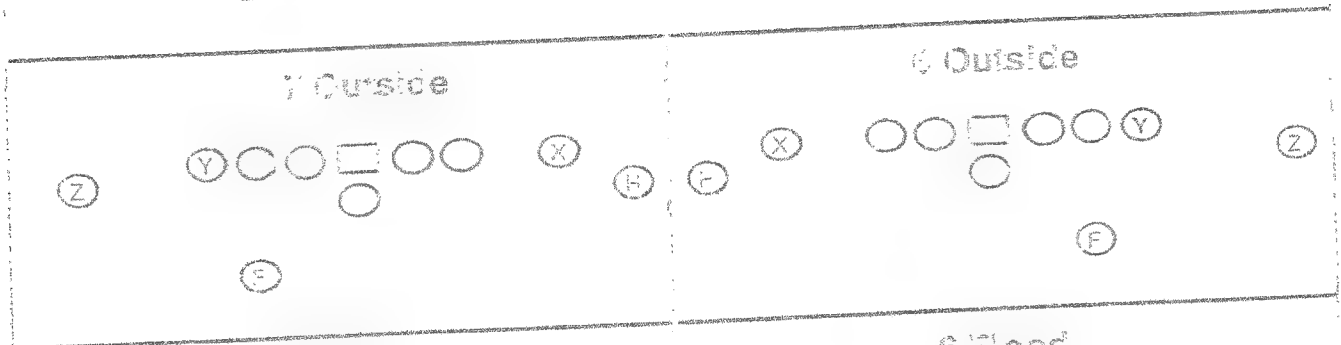
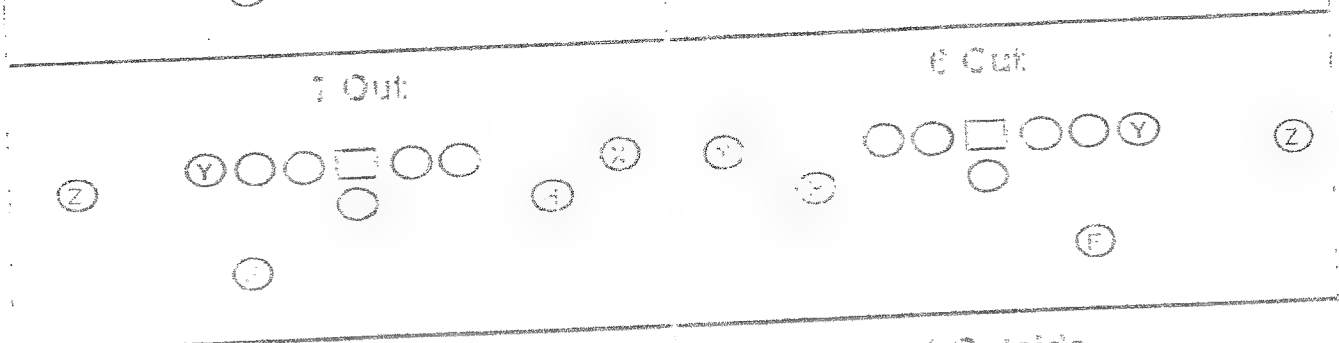
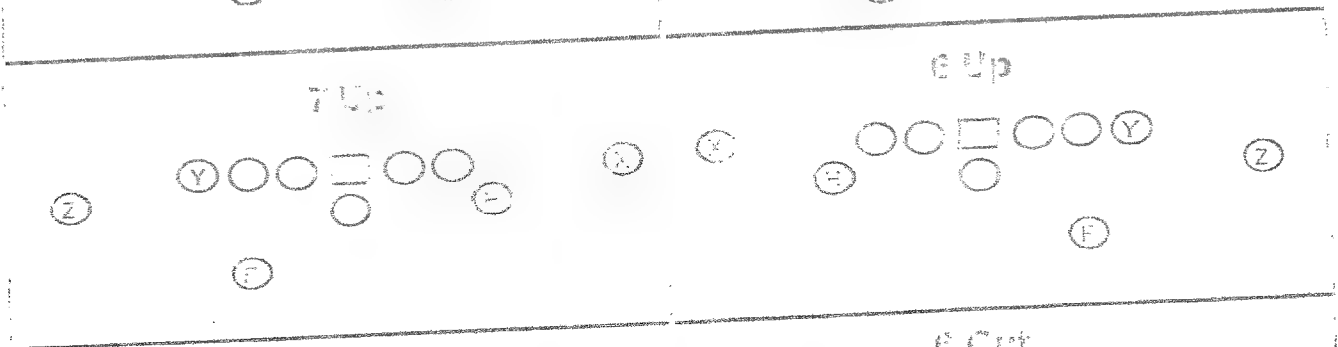
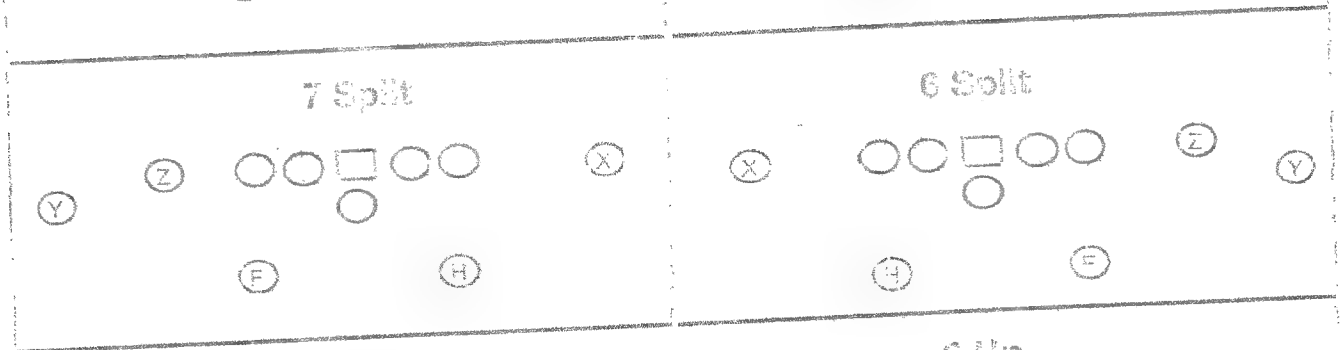
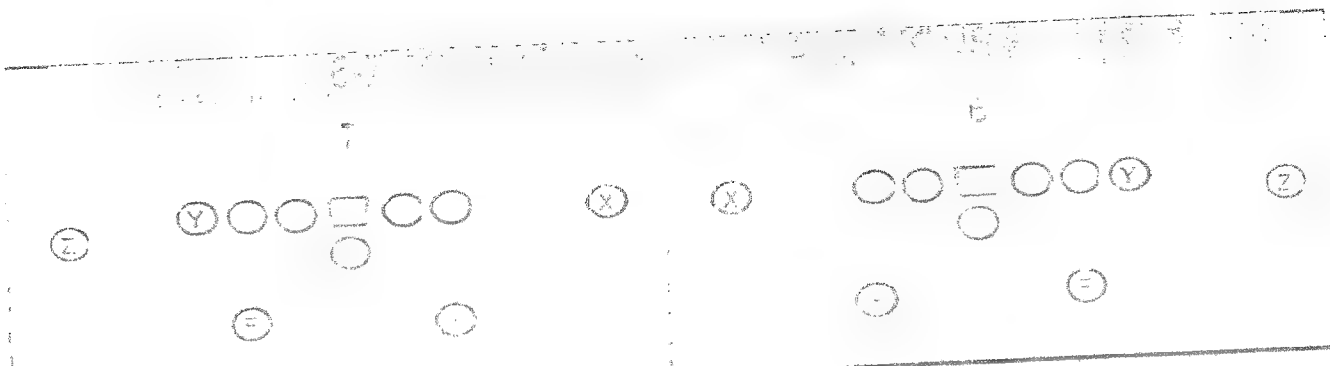


2 Out Weak



<p>3 Flood</p>	<p>2 Flood</p>
<p>3 Flood</p>	<p>3 Flood</p>
<p>3 Wide</p>	<p>2 Wide</p>
<p>3 Wider</p>	<p>2 Wider</p>
<p>3 Wide</p>	<p>3 Wide</p>
<p>3 Wider</p>	<p>3 Wider</p>

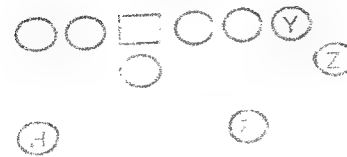




# 7 Close



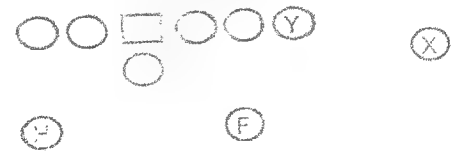
# 6 Close



# 7 Change



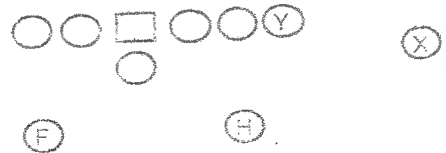
# 6 Change



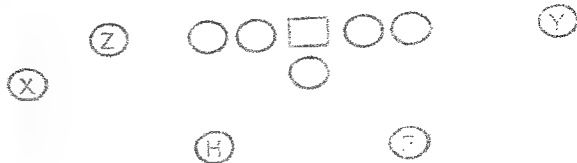
# 7 Change Flop



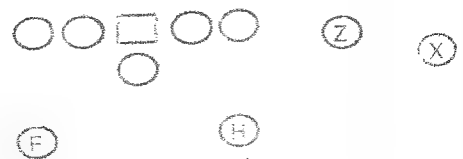
# 6 Change Flop



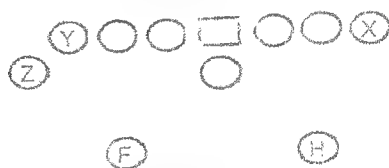
# 7 Split Change Flop



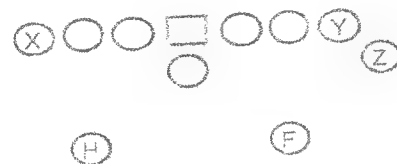
# 6 Split Change Flop



# 7 Tight Close



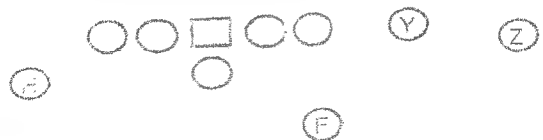
# 6 Tight Close



# 7 Flex Out



# 6 Flex Out

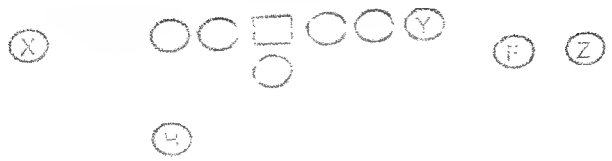


# 6-7 FORMATIONS AND VARIATIONS

7 Wide



6 Wide



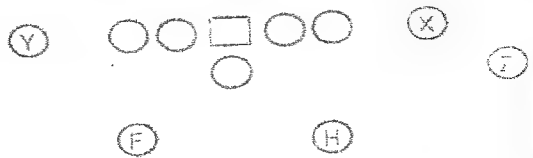
7 Wider



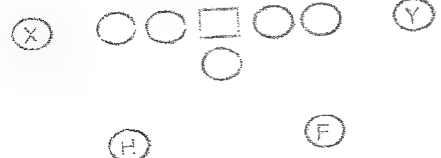
6 Wider



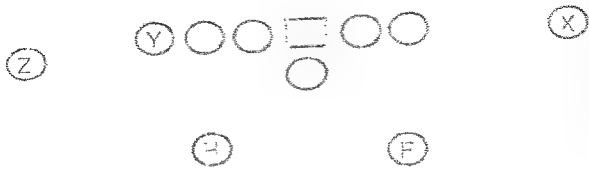
7 Flex Over



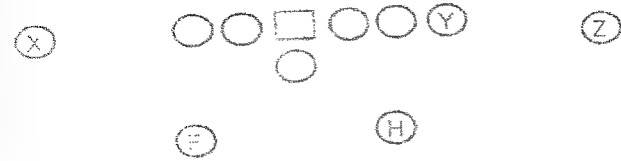
6 Flex Over



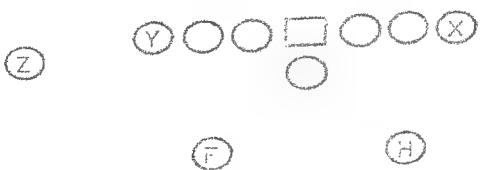
7 Flop



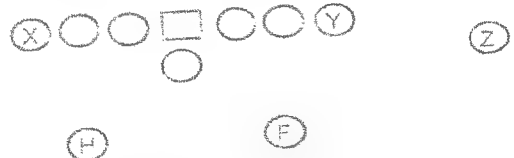
6 Flop



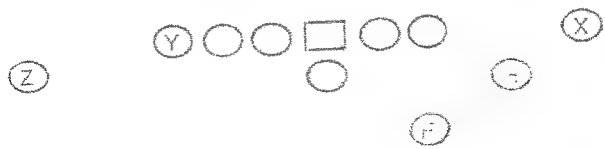
7 Tight



6 Tight



7 Out Weak

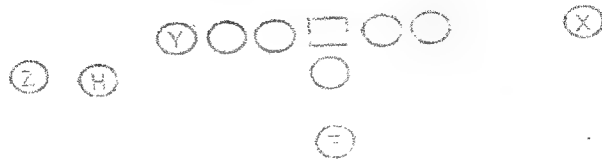


6 Out Weak



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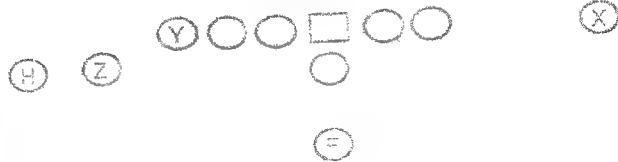
9 Wide



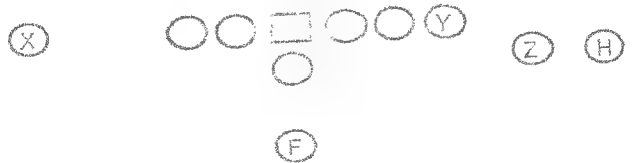
3 Wide



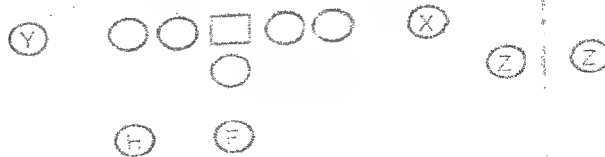
9 Wider



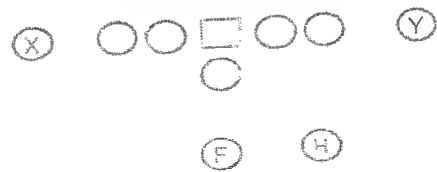
6 Wider



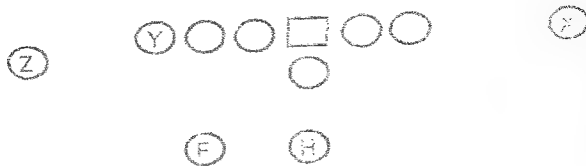
9 Flex Over



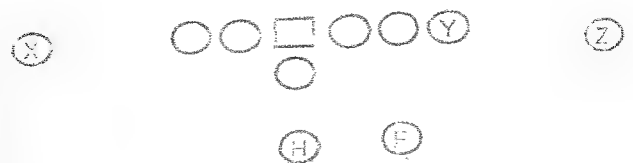
2 Flex Over



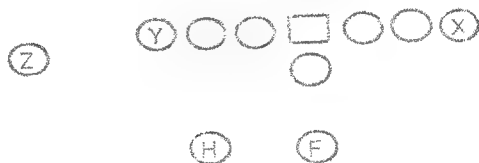
9 Flop



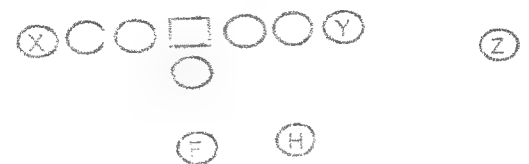
3 Flop



9 Tight



3 Tight



9 Out Weak



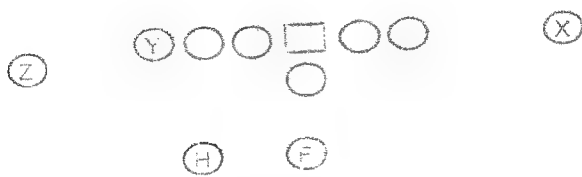
3 Out Weak



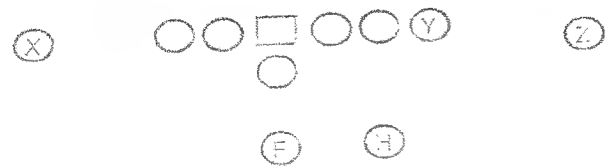


# 8-9 FORMATIONS AND VARIATIONS

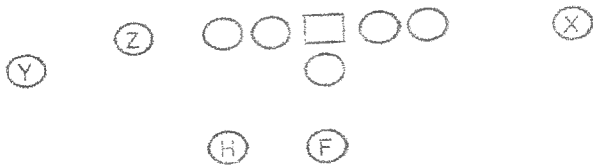
9



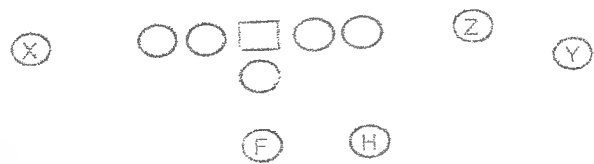
8



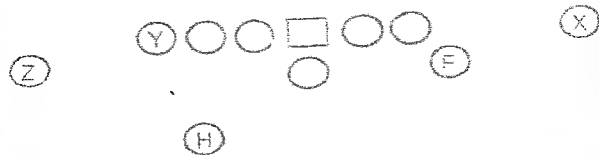
9 Split



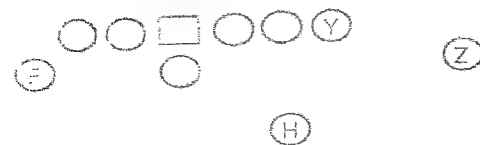
8 Split



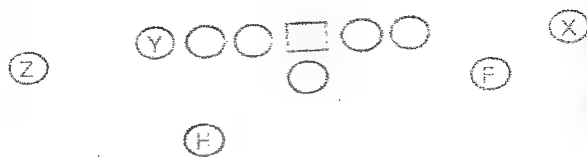
9 Up



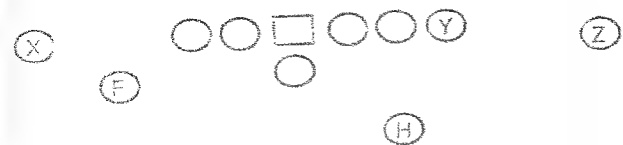
8 Up



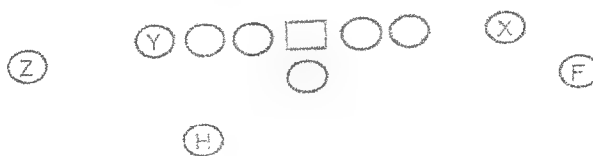
9 Out



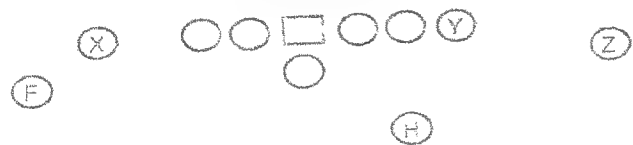
8 Out



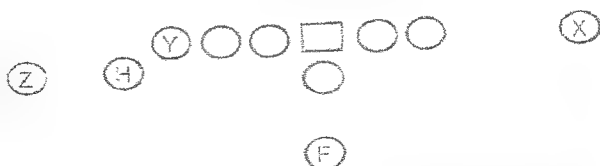
9 Outside



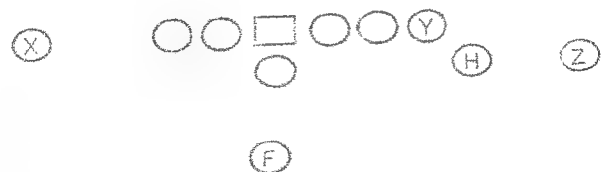
8 Outside



9 Flood

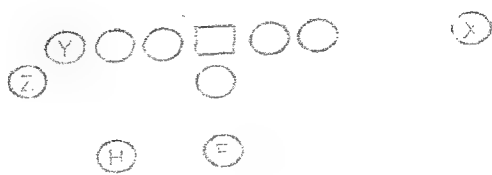


8 Flood

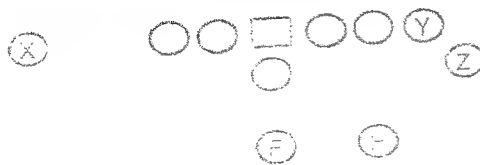


# 8-9 FORMATIONS AND VARIATIONS

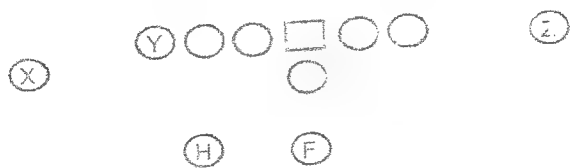
9 Close



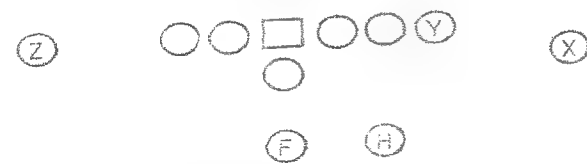
8 Close



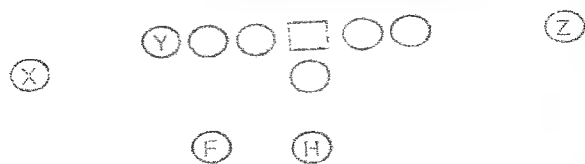
9 Change



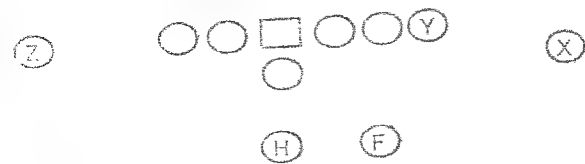
8 Change



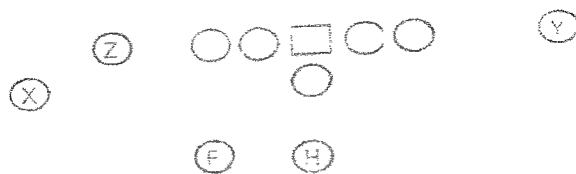
9 Change Flop



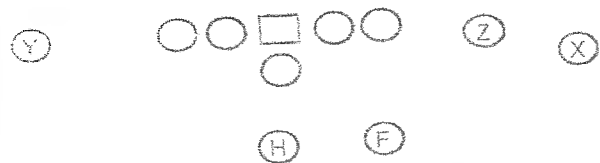
8 Change Flop



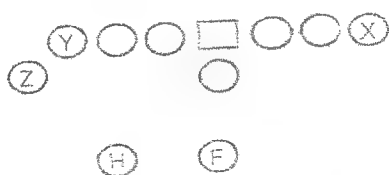
9 Split Change Flop



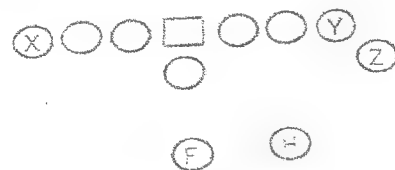
8 Split Change Flop



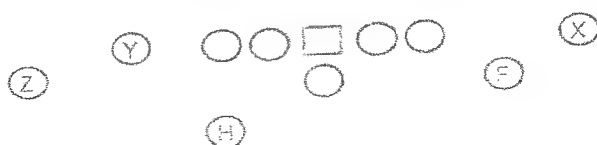
9 Tight Close



8 Tight Close



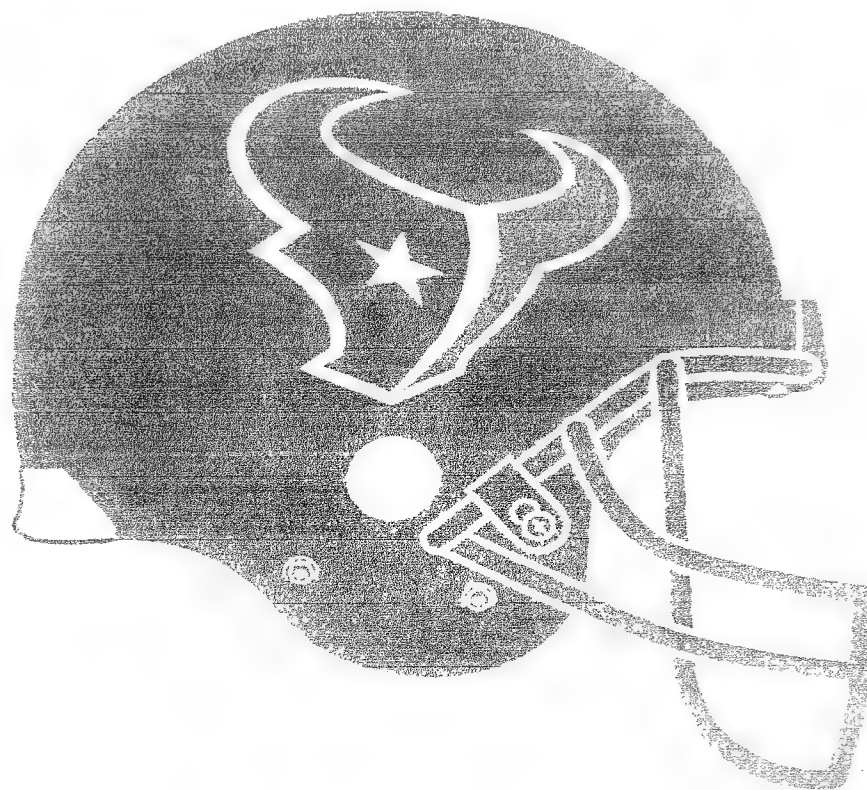
9 Flex Out



8 Flex Out



# 2003 TEXANS OFFENSE



## MOTIONS SHIFTS





# ADJUSTABLE OFFENSE

## MOVEMENTS

MOTION To the TE  
 FLY AWAY FROM TE  
 PEEL Starting Motion/Fly and Returning to Original Position

## ADJUSTABLES

HALF-FLY Moving Away From TE, but NOT crossing TE Alignment.  
 HALF-MOTION Short Movement Toward TE.  
 FLY-TIGHT Beyond TE, Across Ball, Stopping Opposite TE.

<p>1 Flood T-Peel</p>	<p>0 Up T-Motion</p>
<p>1 Outside T-Half-Motion</p>	<p>0 Flood T-Fly</p>
<p>1 Wider T-Half-Fly</p>	<p>0 Up T-Fly</p>



# FOOTBALL PLAYBOOK

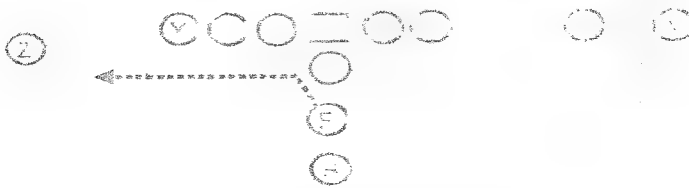
## TECHNICAL PLAYBOOK

MOTION      To the TE  
 FLY          AWAY FROM TE  
 PEEL        Starting Motion Fly and Returning to Original Position

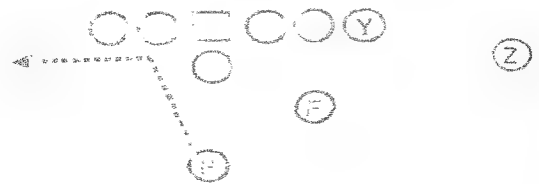
### ADJUSTMENTS

HALF-FLY      Moving Away From TE, but NOT crossing TE Alignment.  
 HALF-MOTION   Short Movement Toward TE.  
 FLY-TIGHT      Beyond TE, Across Ball, Stopping Opposite TE.

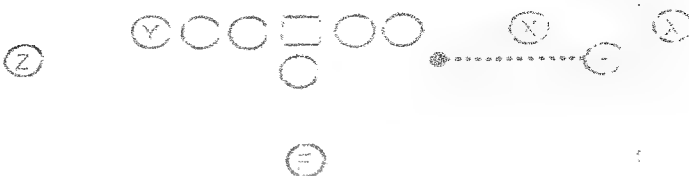
1 Motion



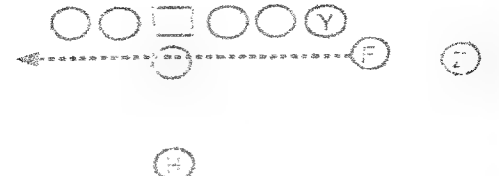
2 Strong Half-Fly



3 Outside Half-Motion



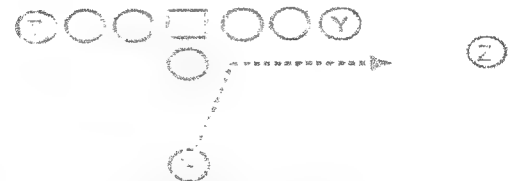
4 Flood Half-Fly



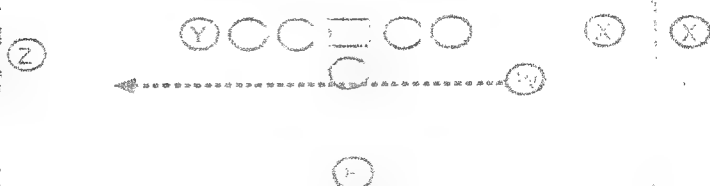
1 Out Half-Peel



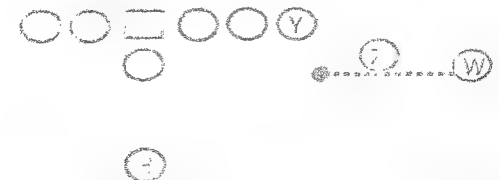
2 On Half-Motion



1 Out Half-Motion



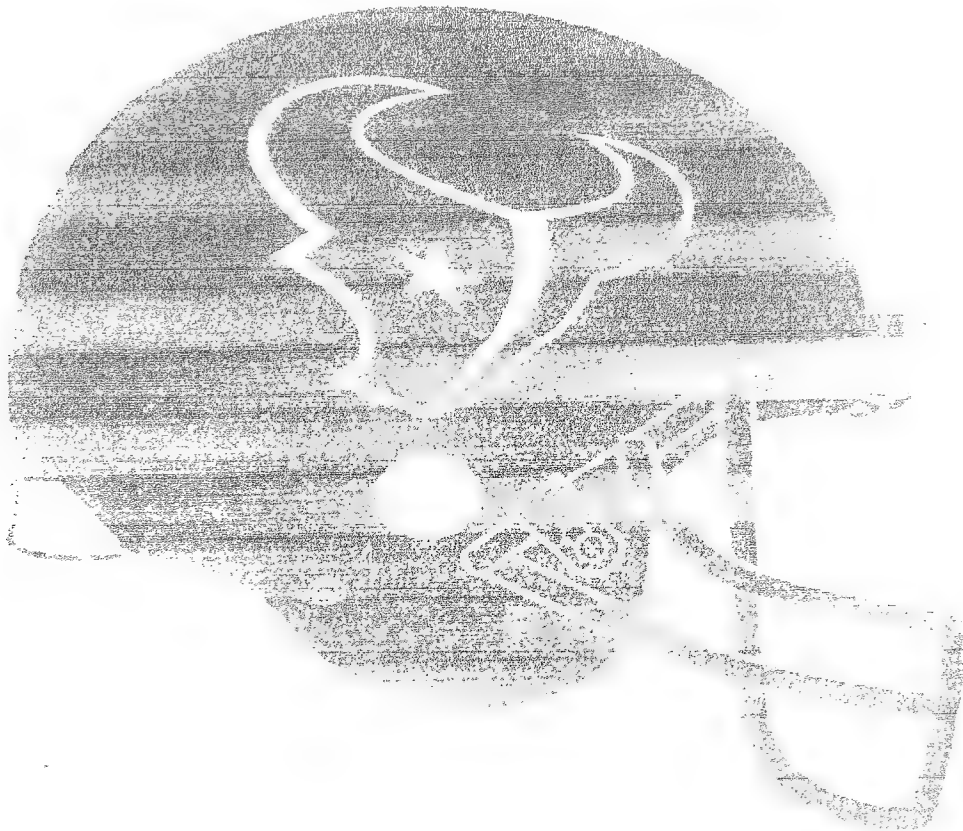
2 Wider Half-Motion





2003

TEXANS OFFENSE



DEFENSIVE  
TERMINOLOGY

2003 TEXANS OFFENSE  
 Defensive Terminology

FRONT	2
Defensive Nomenclature	3-4
Gap / LB Position	5
Blitz ID	7
3-4 Fronts	7
4-3 Fronts	8
Sub Fronts	9
3 Down Stunts	10
4 Down Stunts	11
3-4 LB Dog	12
3-4 Stunt/ Docs	13
4-3 LB Dog	

COVERAGE	14-15
Blitz	16-17
Cover 1 Free	18-20
Cover 2	21-22
Cover 2 Man	23-26
Cover 3	27-28
Cover 4	29-30
Cover 42	31-32
Cover 6	33-34
Cover 6	35-36
Cover 7	37-38
Cover 8	39-46
SUB Coverages	

# DEFENSIVE IDENTIFICATION AND TECHNOLOGY

## NOMENCLATURE

### DEFENSIVE PERSONNEL ABBREVIATIONS

#### LINEMEN

T - Tackles  
E - Ends  
N - Nose (Only used in 3-4 Looks)

#### LINEBACKERS

S - Sam - Outside LB to Strong Side  
MI - Mike - MLB in 4-3  
M - Mac - Weak Side Inside LB in 3-4  
B - Buck - Strong Inside LB in 3-4 or 4-4  
W - Will - Outside LB to Weak Side

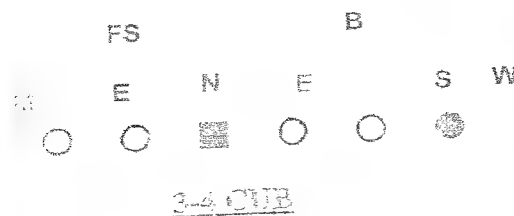
#### DEE. BACKS

C - Corners - Outside Deep Back  
S/S - Strong Safety - inside Deep Back to Strong Side  
F/S - Free Safety - Inside Deep Back away from Strength  
N,D,Q - Extra Defensive Back in Substitution  
NS, DS, QS - Strong Side LB Position in Substitution Defense  
NW, DW, QV - Weak Side LB Position in Substitution defense

### IDENTIFYING THE CUB PERSONNEL

Sam - Man on TE  
Will - Man Outside TE (End 4-3)  
Buck - Man in Strong Bubble  
Free Safety - Man in Weak Bubble

Man Outside Weak = Mac (3-4) End (4-3)



### DEFENSIVE LINE TECHNIQUES

We will label Defenders on the LOS with numbers we call Techniques. We identify alignments of Defenders using their Techniques.

#### EVEN NUMBERS - Head Up Defenders

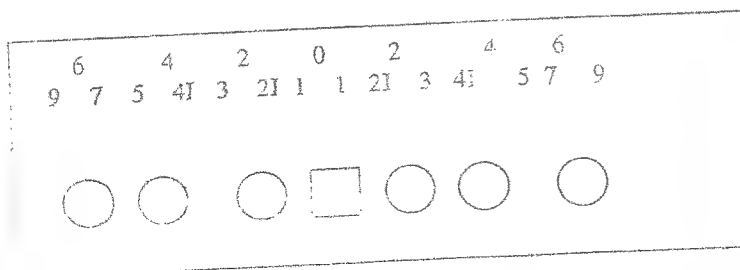
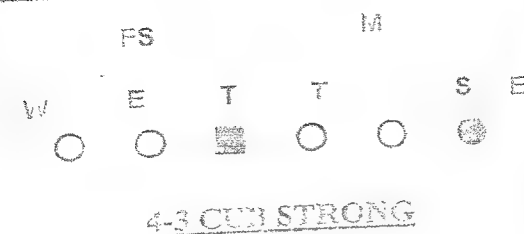
- 0 - Head Up on Center
- 2 - Head Up on Guard
- 4 - Head Up on Tackle
- 6 - Head Up on End

#### ODD NUMBERS

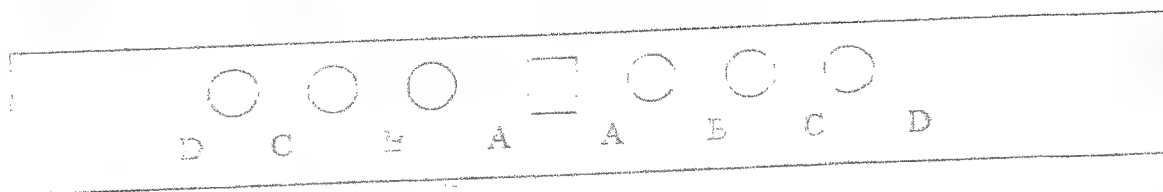
- 1 - Outside Shoulder of Center
- 3 - Outside Shoulder of Guard
- 5 - Outside Shoulder of Tackle
- 9 - Outside Shoulder of End

#### INSIDE ALIGNMENT

- 2i - Inside Shoulder of Guard
- 4i - Inside Shoulder of Tackle
- 6i - Inside Shoulder of End



## GAP - CALLED BY LETTERS - STRONG



- A (1) GAP - Gap Between C and G  
 B (2) GAP - Gap Between G and T  
 C (3) GAP - Gap Between T and E  
 D (4) GAP - Gap Outside TE Position

## GAP - CALLED BY NUMBERS - WEAK



## LB POSITION

Having knowledge of where the LB's will allow you to ID the look and further understand the Defensive Philosophy.

## BLACK Alignments (1-4 on 1-4)

- 1-4 NORMAL - Over Strong Side Guard and off the LOS  
 UNDER - Over Strong Side Guard and on the LOS  
 OVER STACK - Over Strong Side Guard and off the LOS  
 TUFF - In any of the above alignments and on the LOS  
 5 DOWN - Over Strong side OT and off the LOS

## MIKE Alignments

- 4-5 NORMAL - Over Center and off the LOS  
 OVER - Over Weak Side Guard and off the LOS  
 UNDER - Over Strong Side and off the LOS  
 TUFF - In any of the above alignments and on the LOS

## LINEBACKER SHIFTS

- BCS - Backer (S) over Strong  
 BCW - Backer (S) shifted away from Strength

### WILL ALIGNMENTS

3-4 NORMAL - Outside the DE and on the LOS  
UNDER - Aligned in 3 Tech on Weak Side Tackle on the LOS  
HIP - Slightly outside DE off the LOS  
WALK - Midway between OT and WR off the LOS  
OUT - Covering WR on the LOS

4-3 NORMAL - Outside DE and on the LOS  
IN - Inside DE and off the LOS  
HIP - Slightly outside DE and off the LOS  
WALK - Midway between OT and WR off the LOS  
OUT - Covering the WR and on the LOS  
TUFF IN - Inside DE and on the LOS

### SAM ALIGNMENTS

3-4 NORMAL - Head up to TE on either shoulder

4-3 NORMAL - Head up to TE on either shoulder  
STACK - Over Strong Side OT, Inside DE and off the LOS (Depends on the Base Front)  
OVER STACK - Over Strong Side OT inside DE and off the LOS  
STACK OVER - Over Strong Side OG, Inside DT and off the LOS  
TUFF - Aligned over any player other than TE and on the LOS  
OUT - Outside the TE and DE and on the LOS  
HIP - Outside of TE and DE and off the LOS  
SWITCH - Any case where SAM and DE have switched alignments on LOS  
WALK - Three or more yards outside of Y off the LOS

### MAC ALIGNMENTS (used in 3-4 Defense)

NORMAL - Over Weak Side OG and off the LOS  
UNDER - Over Weak Side OG, outside DT and off the LOS  
HIGH - Outside DE and Will and off the LOS  
HIGH TUFF - Outside DE and Will and on the LOS

### S/S ALIGNMENTS (used in an 8 man front concept designates that S/S is not part of the Def. Front)

SUP - Safety aligned to area outside TE and on the LOS  
SOY - Safety aligned to area over TE and off the LOS  
SIN - Safety aligned to area inside TE (Weak = To Weak Side)  
FS - FUP - Safety aligned to area outside OT and off the LOS  
FOY - Safety aligned to area over OT and off the LOS  
FIN - Safety aligned to area inside OT off the LOS

Blitzes involve a LB or a DE making a prearranged charge across the LOS and into the offensive backfield, usually on the snap of the ball.

We designate the Blitzing Defender by name, i.e., Sam Quick, Will Mac, S/S, E/S. We will also use descriptive terms to indicate the type of Blitz, i.e., S-S Share, F/S Call, Will-E, e.c. (Cowboy=Corner).

Dog = 1 Additional Rusher

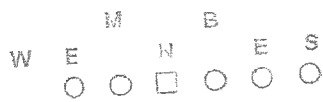
Blitz = 2 Additional Rushers

For Blitz: Letters Strong/Numbers Weak:



# 3 MAN DEFENSIVE LINE FRONTS

3-4



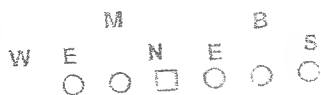
3-4 Under



3-4 Bear  
(B Down)



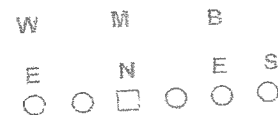
3-4 Over Stack



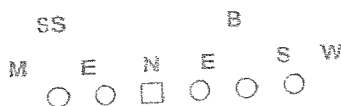
3-4/4-4



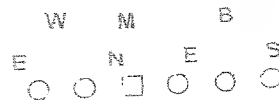
3-4 Boss



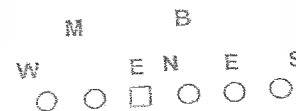
3-4 CUB



3-4 Over Stack Win



3-4 Over Load



# Defensive Line Fronts

4-3

4-2 Stack

4-4 Strong

W E T T E S  
○ ○ □ ○ ○ ○

W M S  
E T T ○ ○ ○

W M  
E T T E S  
○ ○ □ ○ ○ ○

4-4 S-Hip

4-3 Over

4-3 Under

W M S  
E T T E  
○ ○ □ ○ ○ ○

M  
W E T T E S  
○ ○ □ ○ ○ ○

M  
W E T T E S  
○ ○ □ ○ ○ ○

4-3 Over Stack

4-3 Under W In

4-4 Under Wide

M S  
W E T T E  
○ ○ □ ○ ○ ○

W M  
E T T E S  
○ ○ □ ○ ○ ○

W M  
E T T E S  
○ ○ □ ○ ○ ○

4-3 Over Wide

4-3 C.E. Wk. SS

4-3 SS CUE Wk.

M S  
W E T T E  
○ ○ □ ○ ○ ○

W M  
E T T E S SS  
○ ○ □ ○ ○ ○

W M  
E T T E SS S  
○ ○ □ ○ ○ ○

Over Stack Sam Out Fin

M SS  
W E T T E S  
○ ○ □ ○ ○ ○

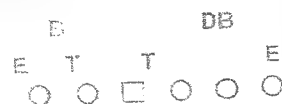


# 4 Man Sub Defensive Fronts

425/416/236 EVEN

42 Over

42 Under



## 3 Man Sub Defensive Fronts



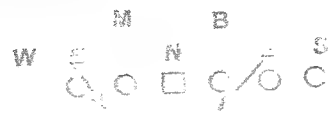
Strong Pinch



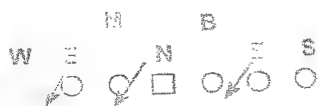
Weak Pinch



Strong Pinch



Angle



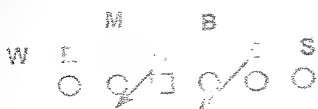
Angle



Weak Pinch



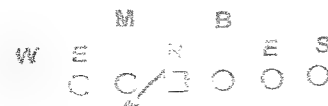
Strong Fill



Strong Fill



Strong Fill



Strong E/N



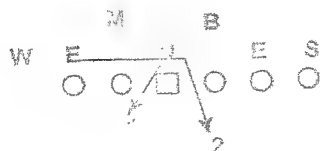
Weak E/N



Strong N/E



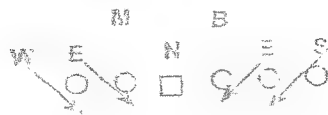
Weak N/E



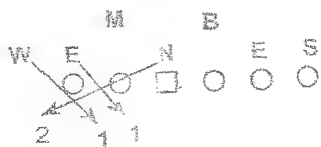
Strong N/E Gam



Double Veer Storm

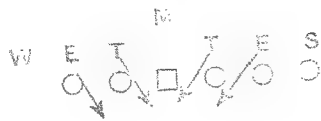


Weak Pirate

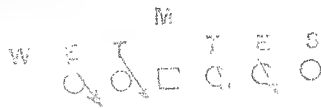


# 4 Man Twist and Stunts

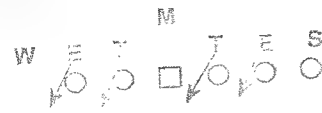
Double Fill



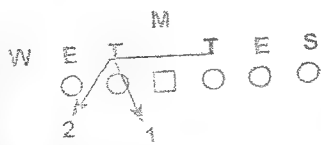
Slant



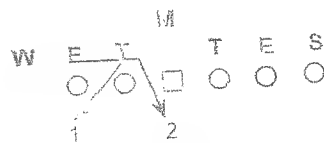
Angle



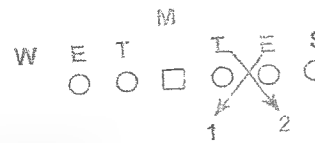
Weak T/T



Weak T/E



Strong E/T



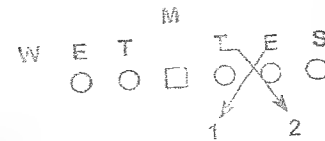
Strong T/E



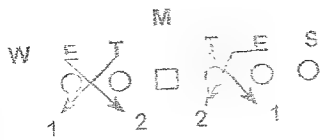
Weak E/T



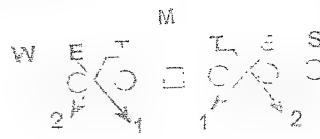
Strong E/T



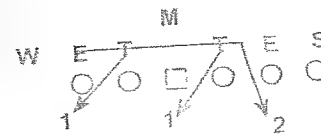
Double T/E



Double E/T



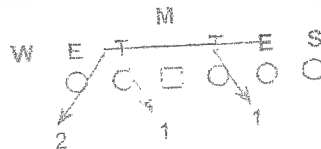
Super T-E Strong



Strong Pirate



Super T-E Weak



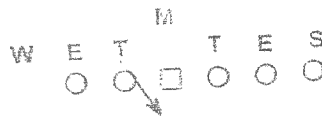
Weak Pirate



Strong Dart



Weak Dart

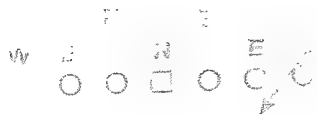


Double Dart



# 3-4-5 Wheel and Units and Sizes

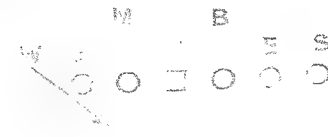
Sam



Buck



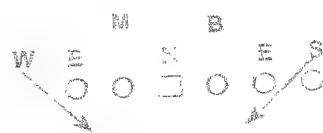
Mac



Mac



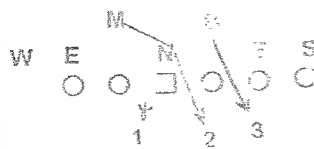
Storm



Mac Buck



Buck Mac Cross Strong



Mac Buck Cross Weak



Buck Mac Gut X



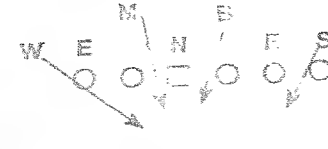
Mac Buck Gut X



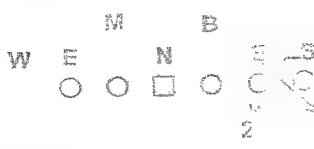
Mac Buck Double Cross



Mac



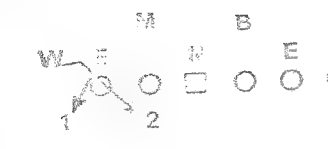
El/Sam



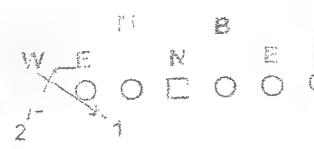
Sam/E



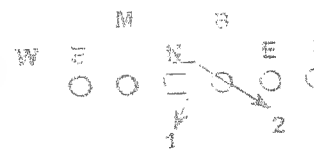
Mac



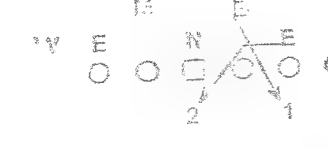
WINE



Buck Nose Strong

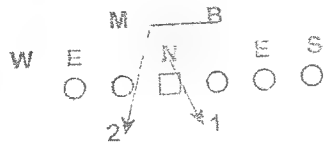


Buck/E

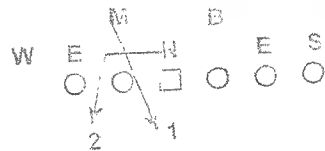


### 3-4 Linebacker Stunts, Blitzes, & Defensive Linemen

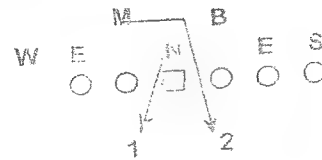
Buck Cross



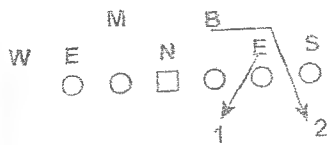
Mac Nose Weak



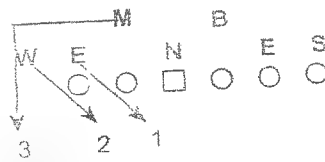
Mac Cross



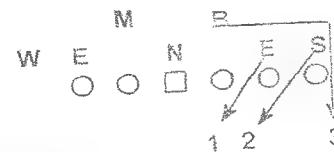
Buck Scrape



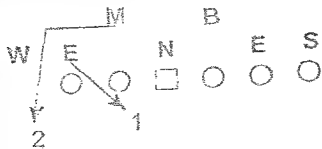
Wham



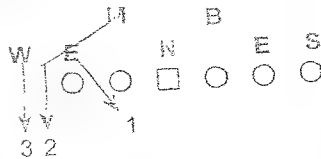
Slam



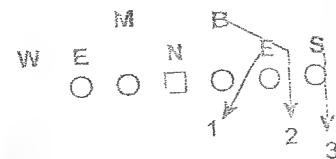
Mac Scrape



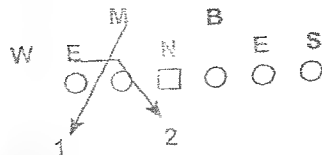
Wrap



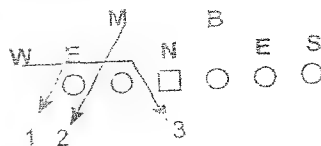
Scrape



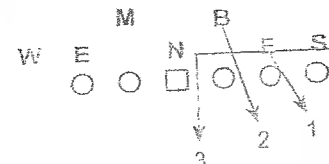
Mac E



Weak Spike



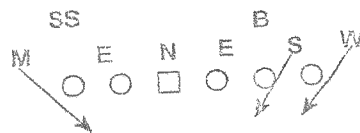
Strong Spike



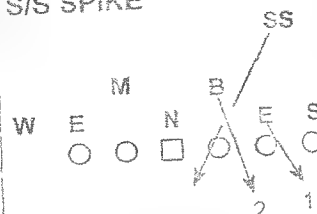
CUB Storm



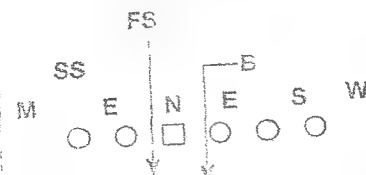
CUB Stud



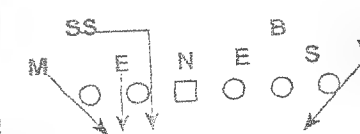
S/S SPIKE



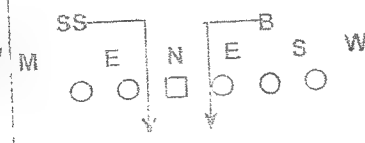
CUB Buck FS Dbl A



CUB Storm Weak Arrow

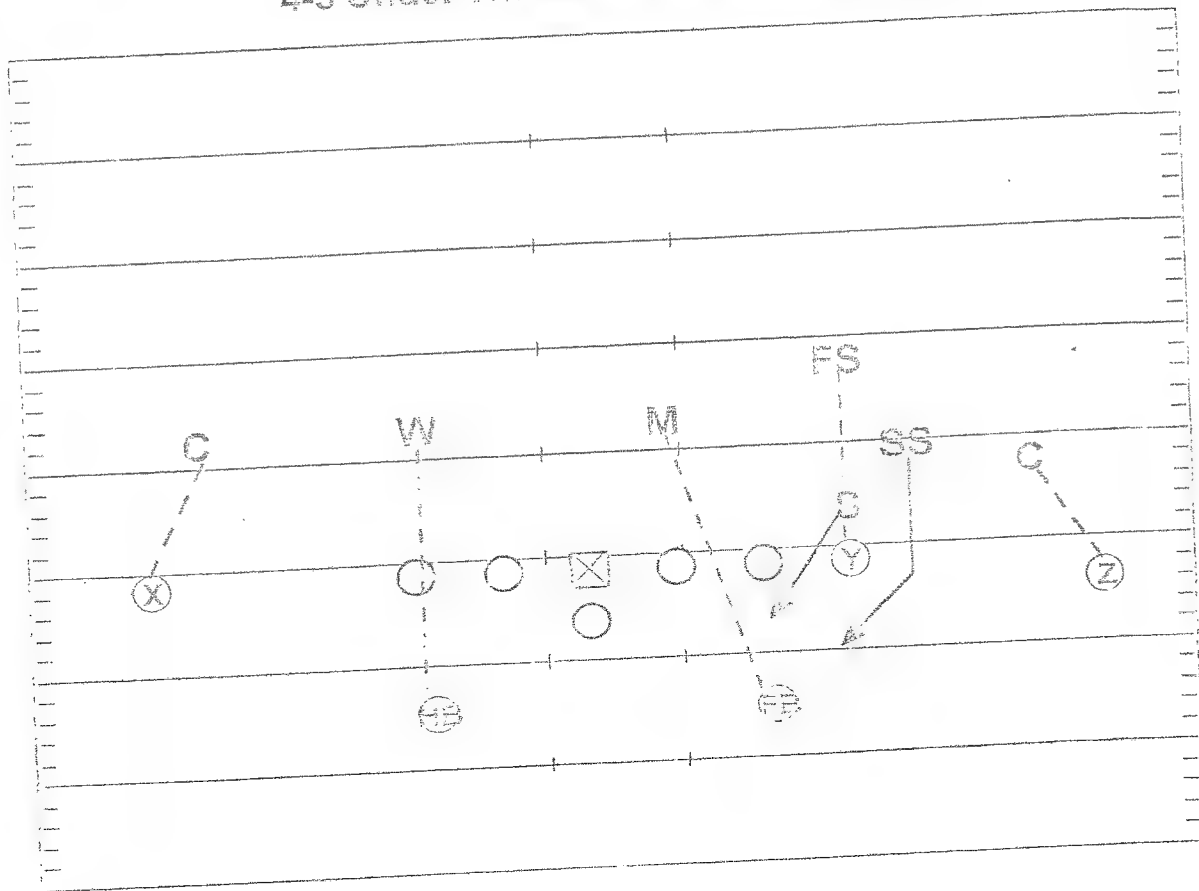


CUB Buck SS Dbl A



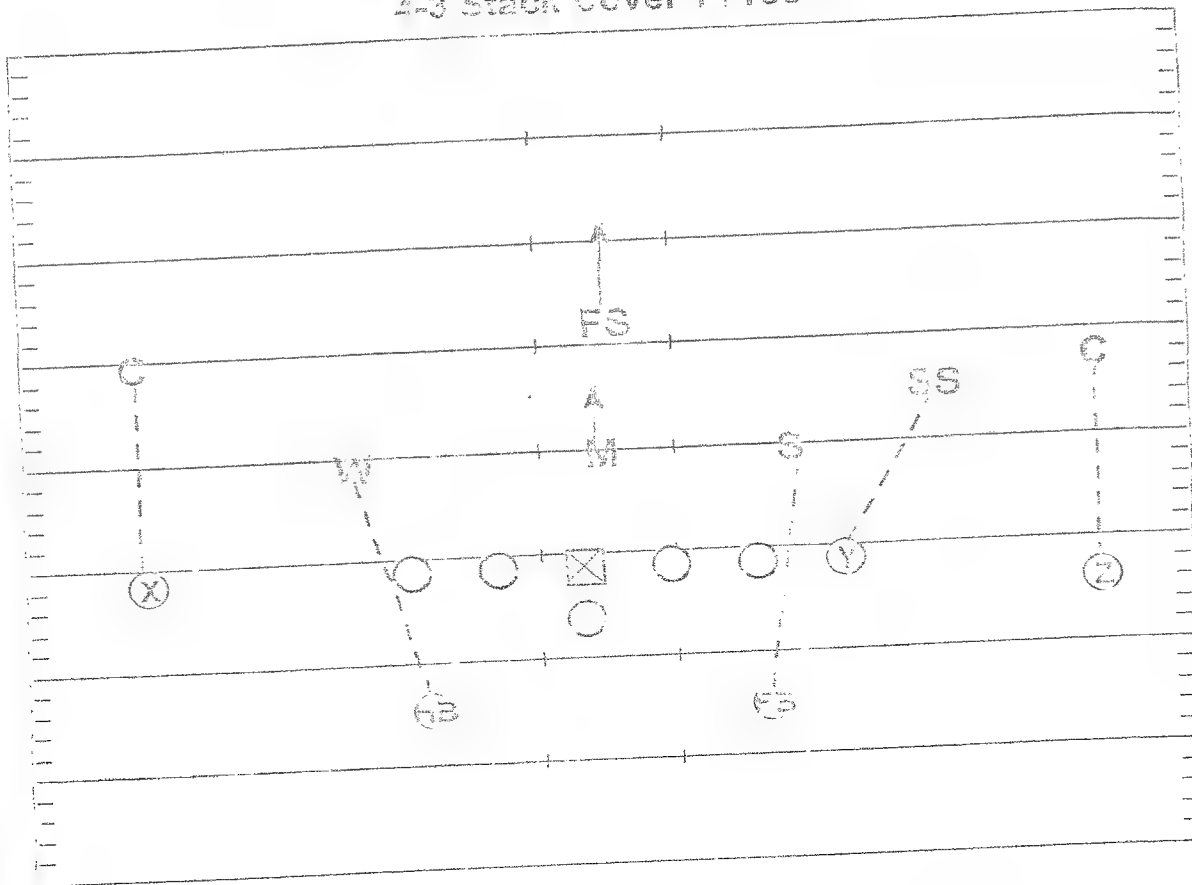
Sam	Mike A	W
W E T M T E S O O □ O O O	W E T T E S O O □ O O O	W E T M T E S O O □ O O O
Sam Mike 1	Mike A Win	Storm
W E T T E S O O □ O O O	W E T T E S O O □ O O O	W E T M T E S O O □ O O O
Sam	Mike Escape St.	Mike Escape Win
W E T M T E S O O □ O O O	W E T M T E S O O □ O O O	W E T M T E S O O □ O O O
Sam Win	Sam	Sam
W E T M T E S O O □ O O O	W E T T E S O O □ O O O	W E T M T E S O O □ O O O
Sam E	Storm E Win	Storm E Sam
W E T M T E S O O □ O O O	W E T M T E S O O □ O O O	W E T M T E S O O □ O O O
Sam Storm	Mike A Win 1	CUB Mike SS Double A
W E T M T E S O O □ O O O	W E T M T E S O O □ O O O	SS M E T T E S W O O □ O O O
CUB Mike FS Double A	CUB Mike A	Under Gut
SS FS M E T T E S W O O □ O O O	SS E T T E S W O O □ O O O	W M E T T E S O O □ O O O

# 4-3 Under Will in Shark Cover Blitz 0



Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Inside Shade	Cover Z/ Man to Man
Strong Safety	2 Yards Deep 4 Yards Outside Y	Blitz Outside Y
Free Safety	10 Yards Deep Cheat to Y	Cover Y/Man to Man
Weak Corner	7-9 Yards Yards Deep Inside Shade	Cover X/Man to Man
Sam	Defense Called	Blitz Inside
Mike	Defense Called	Cover F/ Man to Man
Will	Defense Called	Cover H/Man to Man

### 4-3 Stack Cover 1 Free

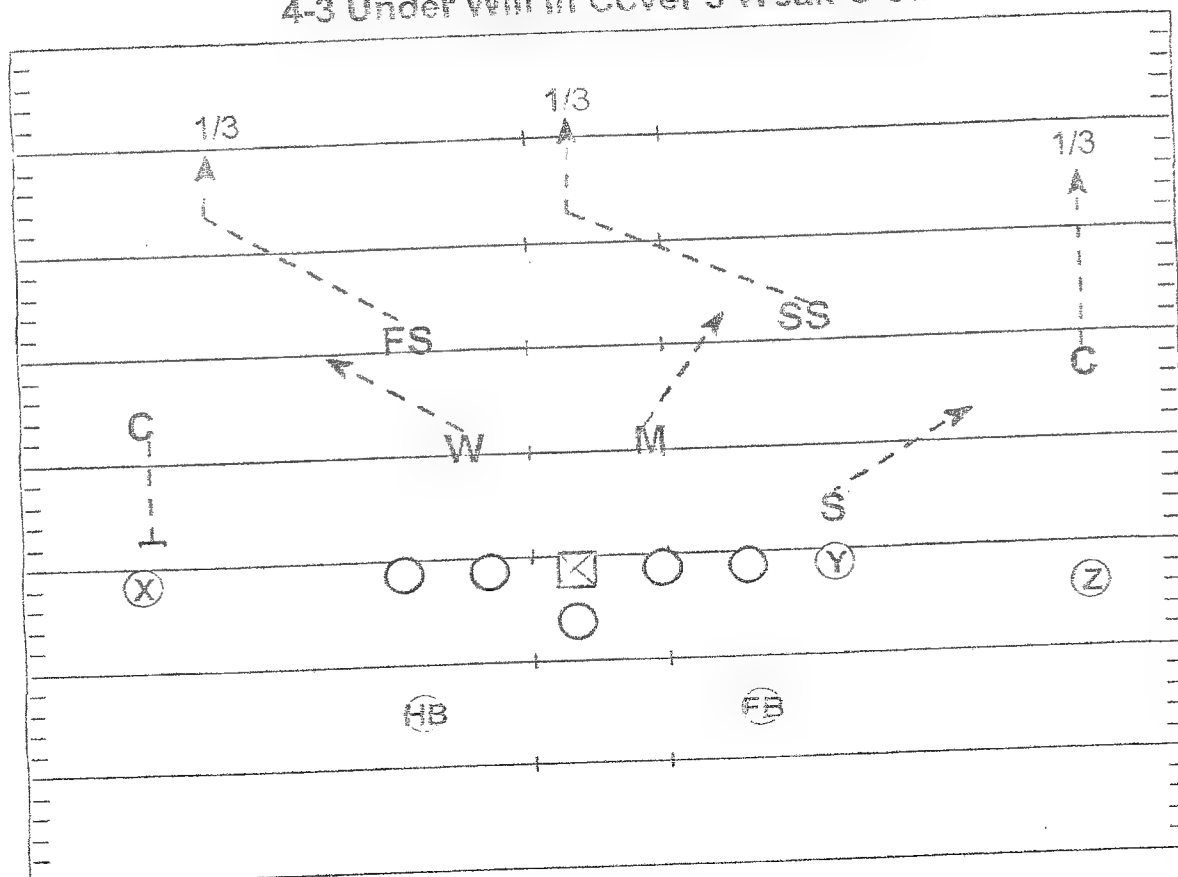


Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Outside Shade	Cover Z/ Man to Man Outside Technique
Strong Safety	7 Yards Deep (1-3 Yards) Outside Shade	Cover Y Man to Man Y-Forks
Free Safety	12-14 Yards Deep	Free - Play Post Area
Weak Corner	7-9 Yards Deep Outside Shade	Cover X Man to Man/ Outside Technique
Sam	Defense Called	Cover 1st Back Strong N/T = Free
Mike	Defense Called	Cover 2nd Back Strong or Weak, N/T = Free
Will	Defense Called	Cover 1st Back Weak, N/T = Free

NOTE: CB Alignments/Shade Can Vary, I.e, Press



### 4-3 Under Will in Cover 3 Weak Cloud

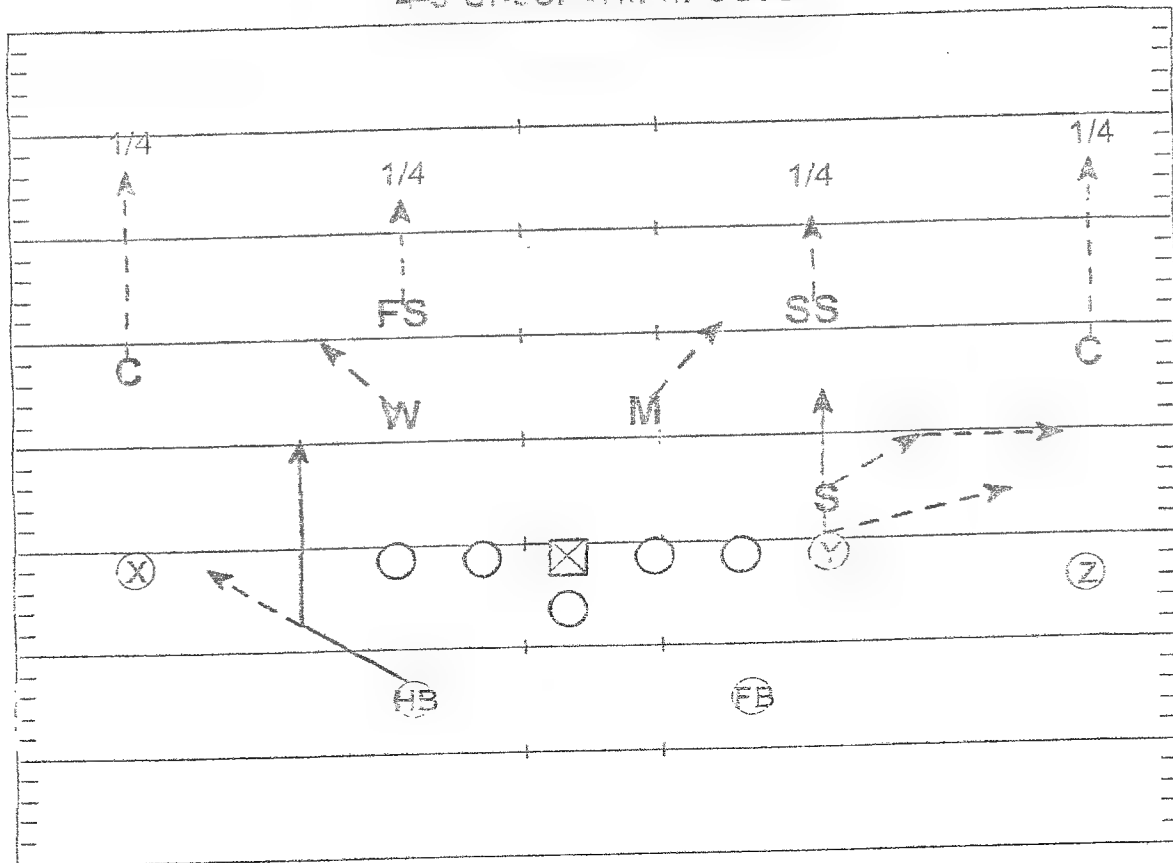


Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Outside Shade	Zone Deep Outside 1/3
Strong Safety	7 Yards Deep Outside Shade of Y	Zone Deep Middle 1/3
Free Safety	10-12 Yards Deep - Over Weak OT	Zone Deep Outside 1/3 Weak
Weak Corner	7 Yards Deep Outside Shade	Force Run Zone Flat Area on Pass
Sam	Defense Called	Zone Curl to Flat
Mike	Defense Called	Zone Strong Hook to Curl
Will	Defense Called	Zone Weak Hook to Curl



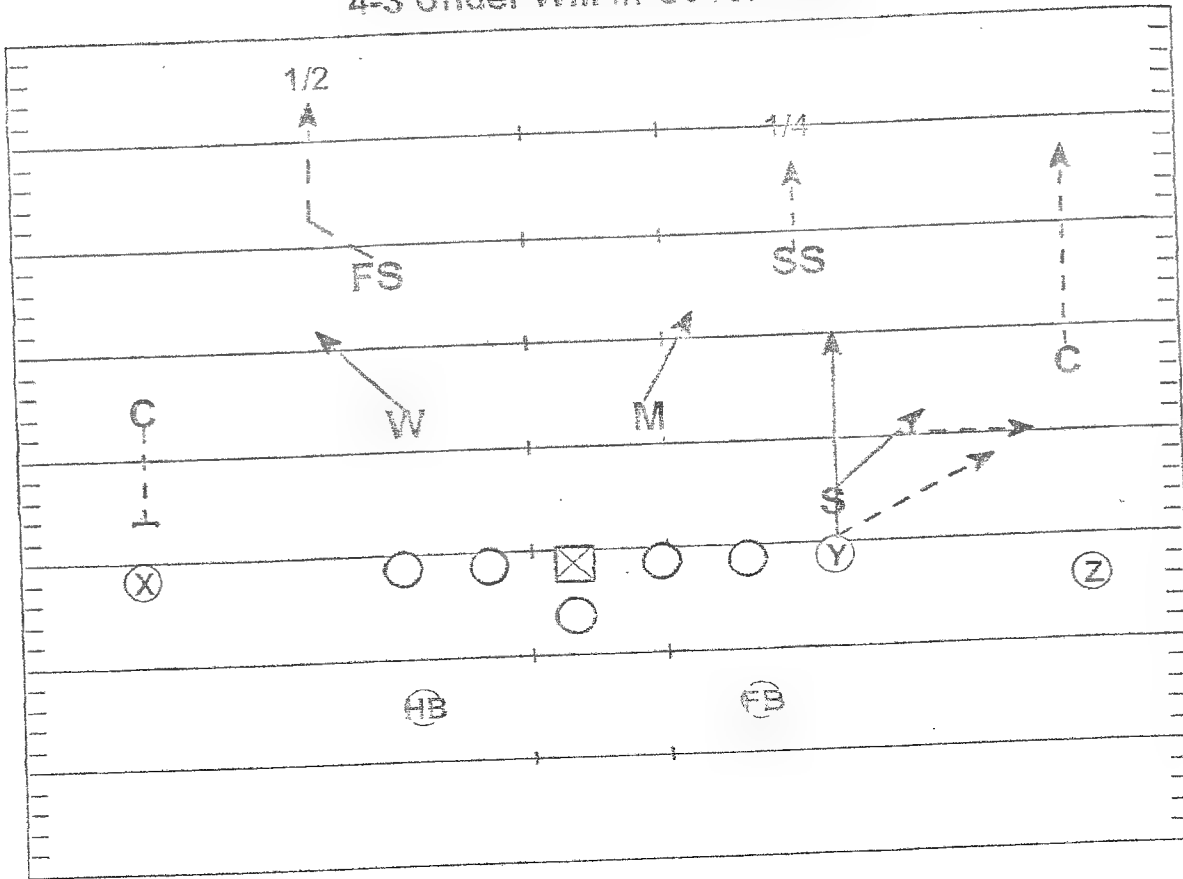
Free Safety	12 Yards Deep - Less than 4 Yards Outside	Force Run Zone Weak Inside 1/4
Weak Corner	7-9 Yards Yards Deep Outside Shade	Deep Outside 1/4 (Possible M/M on X)
Sam	Defense Called	Curl to 1st Flat
Mike	Defense Called	Hook Area Strong Side
Will	Defense Called	Curl to 1st Flat

# 4-3 Under Will In Cover 4



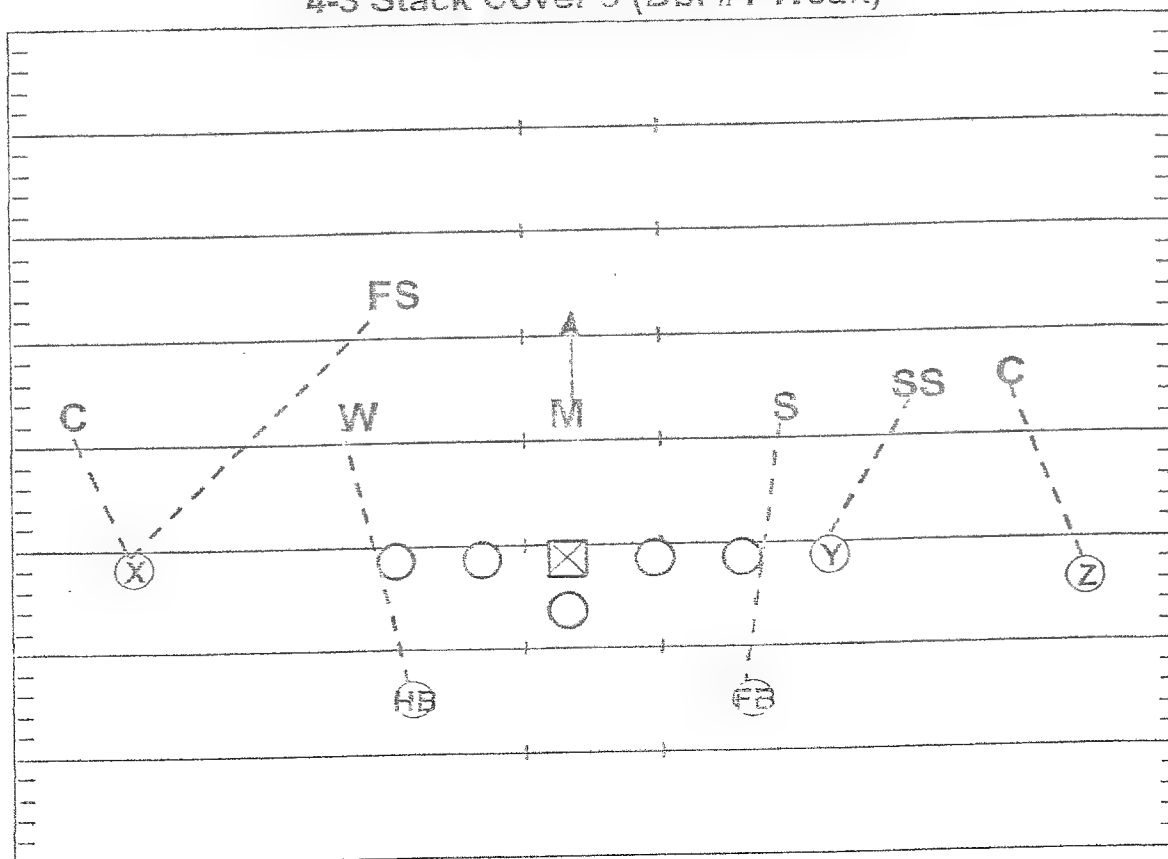
Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Outside Shade	Deep Outside 1/4
	12 Yards Deep - Less than 4	Strong Inside 1/4 Y In/Out, Free to

### 4-3 Under Will in Cover 42



<u>Position</u>	<u>Alignment</u>	<u>Responsibility</u>
Strong Corner	7-9 Yards Deep Outside Shade	Deep Outside 1/4 (Possible M/M on Z)
Strong Safety	10-12 Yards Deep - 4 Yards or Less Outside Hash	Strong Inside 1/4 Y In/Out, Free to Help on Inside Rts. Y Blocks = Force Run
Free Safety	10-12 Yards Deep - Over Weak OT	Zone Deep Outside 1/3 Weak
Weak Corner	7 Yards Deep Outside Shade	Force Run Zone Flat Area on Pass
Sam	Defense Called	Zone Curl to Flat
Mike	Defense Called	Zone Strong Hook to Curl
Will	Defense Called	Zone Weak Hook to Curl

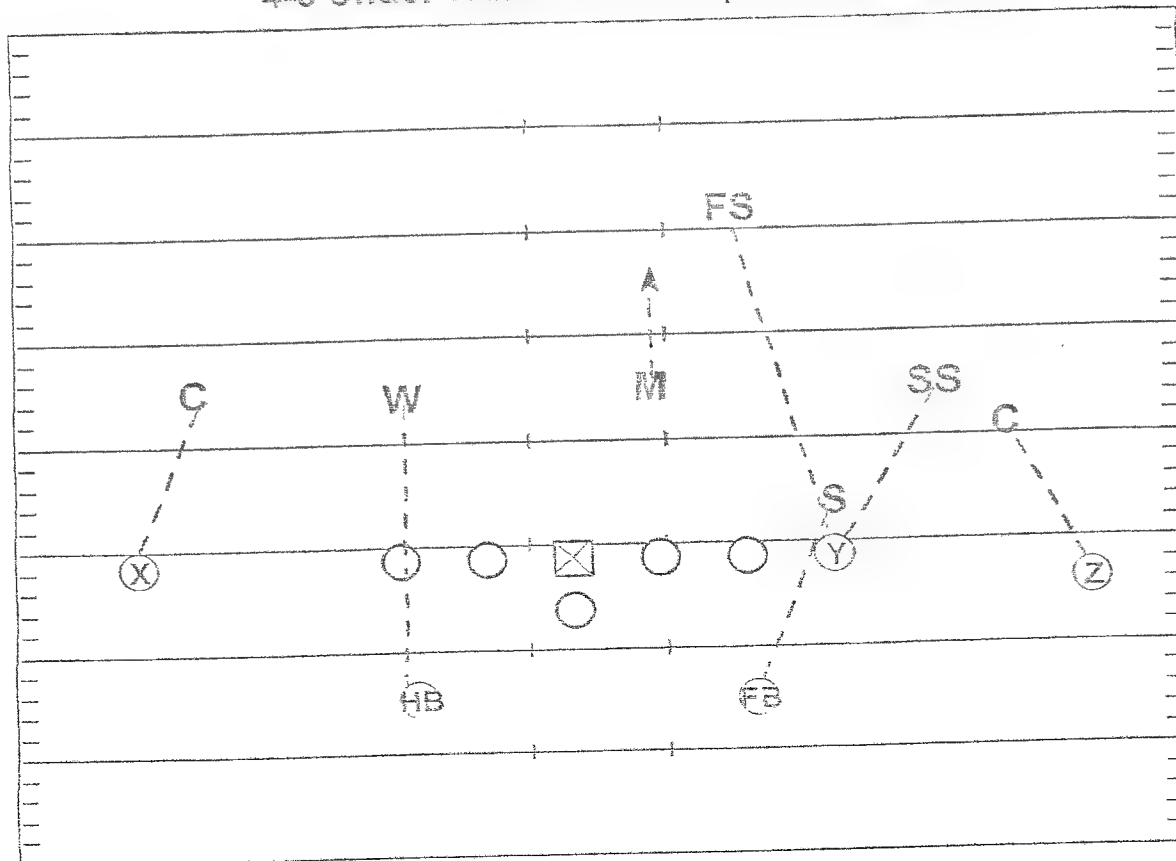
### 4-3 Stack Cover 5 (Dbl #1 Weak)



<u>Position</u>	<u>Alignment</u>	<u>Responsibility</u>
Strong Corner	7-9 Yards Deep Inside Shade	Cover Z/ Man to Man
Strong Safety	7 Yards Deep Over Strong OT	Cover Y/ Man to Man
Free Safety	12 Yards Deep Over OT	M/M on X - Short & Long w/ CB; N/T = Play Like 2 Man
Weak Corner	7 Yards Deep Outside Shade	Cover X/ Man to Man Using Outside Tech.; Inside Help from FS
Sam	Defense Called	Cover 1st Back Strong, N/T = Free
Mike	Defense Called	Cover 1st Back St. or Wk. N/T = Free
Will	Defense Called	Cover 1st Back Weak, N/T = Free



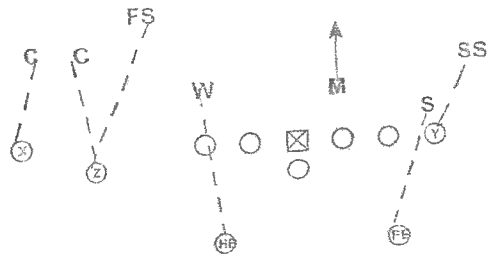
### 4-3 Under Will In Cover 6 (Dbl #2 Strong)



Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Inside - Shade	Cover Z/ Man to Man
Strong Safety	7 Yards Deep Outside Shade of Y	In/Out on Y w/FS. Take All Out Rts by Y. Y Goes In = Help Z
Free Safety	Over Strongside OT; 12 Yards Deep	In/Out on Y w/ SS. Take all In Rts. by Y. Y goes Out, Free in Mid.
Weak Corner	7-9 Yards Yards Deep Inside Shade	Cover X/Man to Man
Sam	Defense Called	Cover 1st Back Strong, N/T = Free
Mike	Defense Called	Cover 2nd Back Strong or Weak N/T = Free
Will	Defense Called	Cover 1st Back Weak, N/T = Free



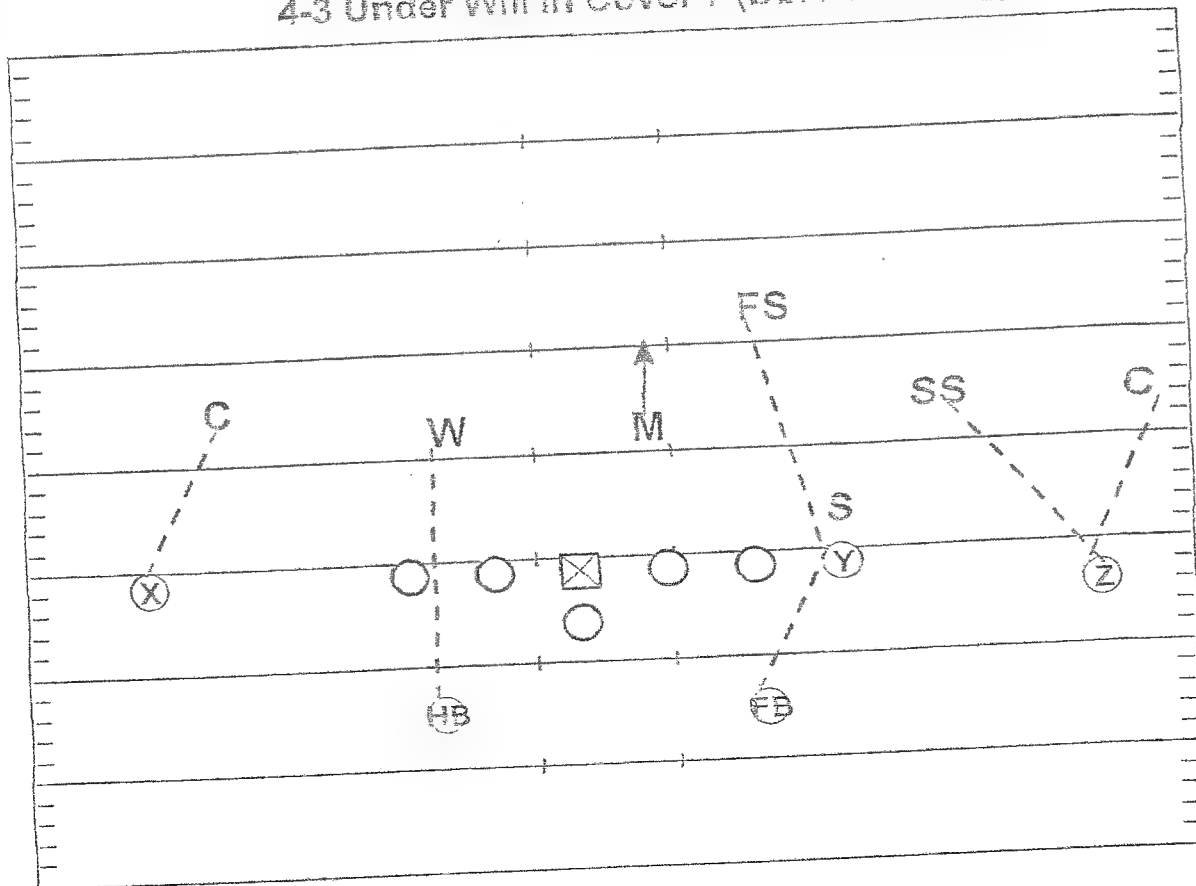
# Cover 6 Variations



4-3 Under Will

Cover 6

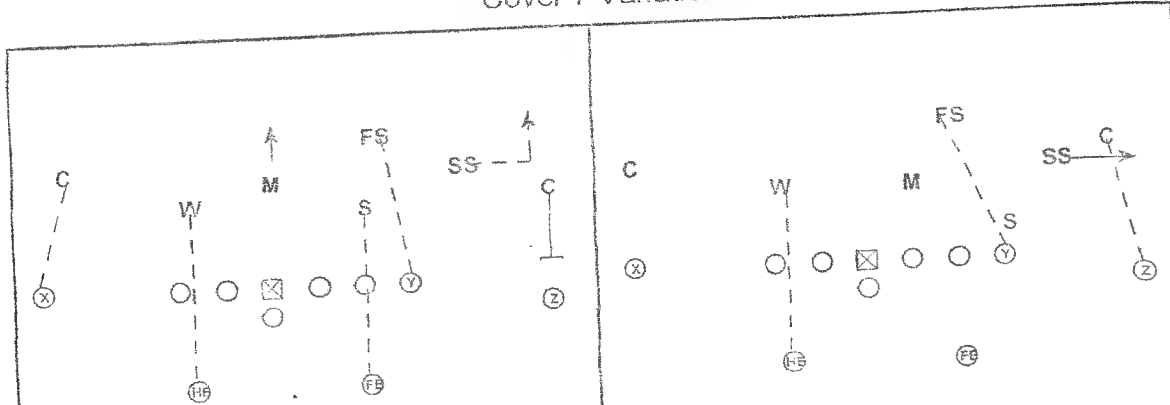
# 4-3 Under Will In Cover 7 (Dbl #1 Strong)



Position	Alignment	Responsibility
Strong Corner	7 Yards Deep Outside Shade	M/M Double on Z-Short/Long w/SS. Use Outside Tech.
Strong Safety	7-9 Yards Deep 3-4 Yards Outside Y	M/M Double on Z Take All Inside Cuts
Free Safety	12 Yards Deep Over Strong OT	Cover Y/Man to Man
Weak Corner	7-9 Yards Deep Inside Shade	Cover X/Man to Man
Sam	Defense Called	Cover 1st Back Strong, N/T = Free
Mike	Defense Called	Cover 2nd Back Strong or Weak, N/T = Free
Will	Defense Called	Cover 1st Back Weak, N/T = Free



# Cover 7 Variations

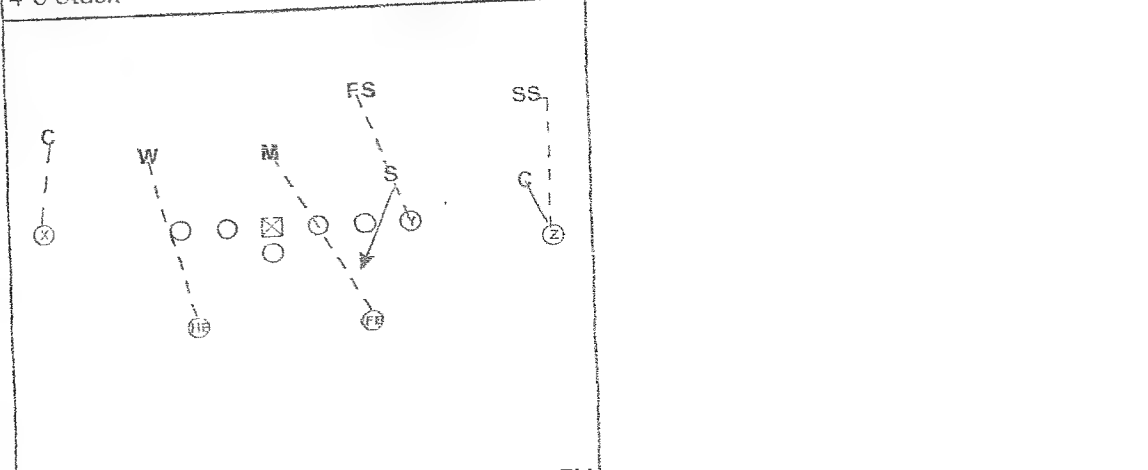


4-3 Stack

Cover 7 Cloud

4-3 Under Will

Cover 7 Sky

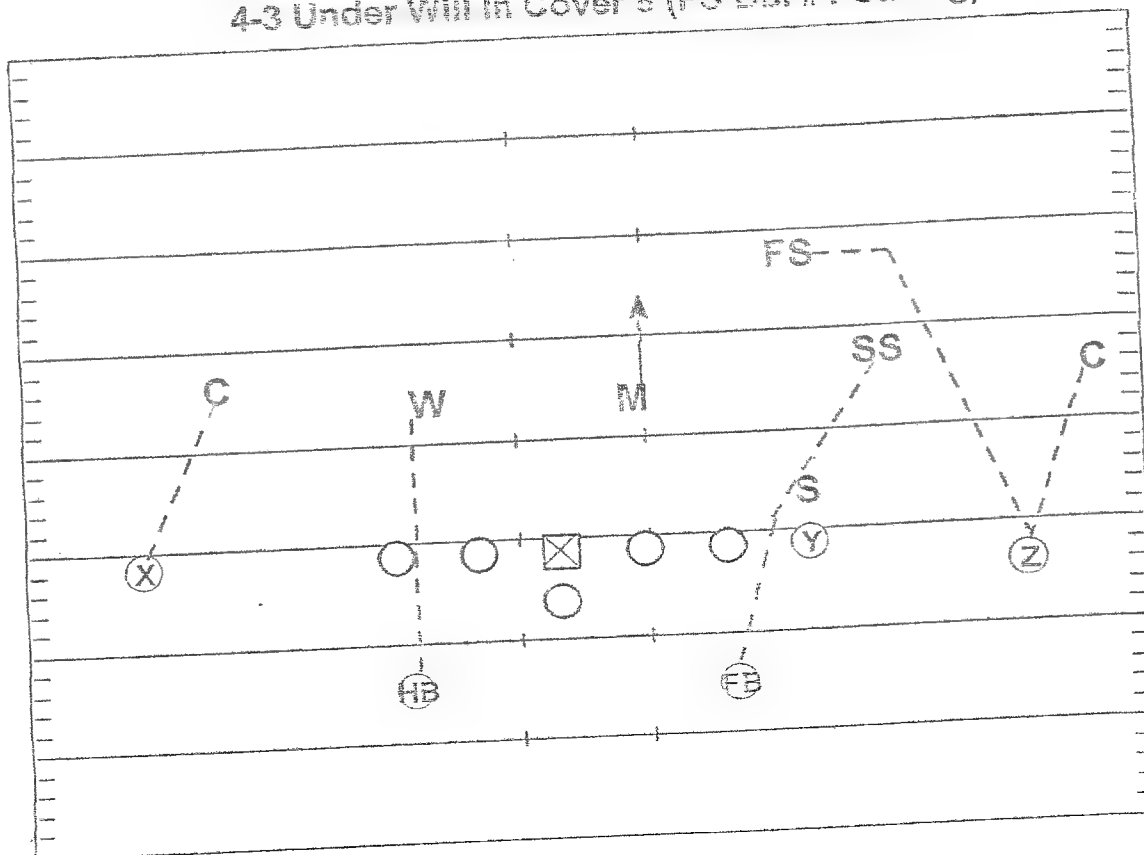


4-3 Stack Sam Dog

Cover 7U



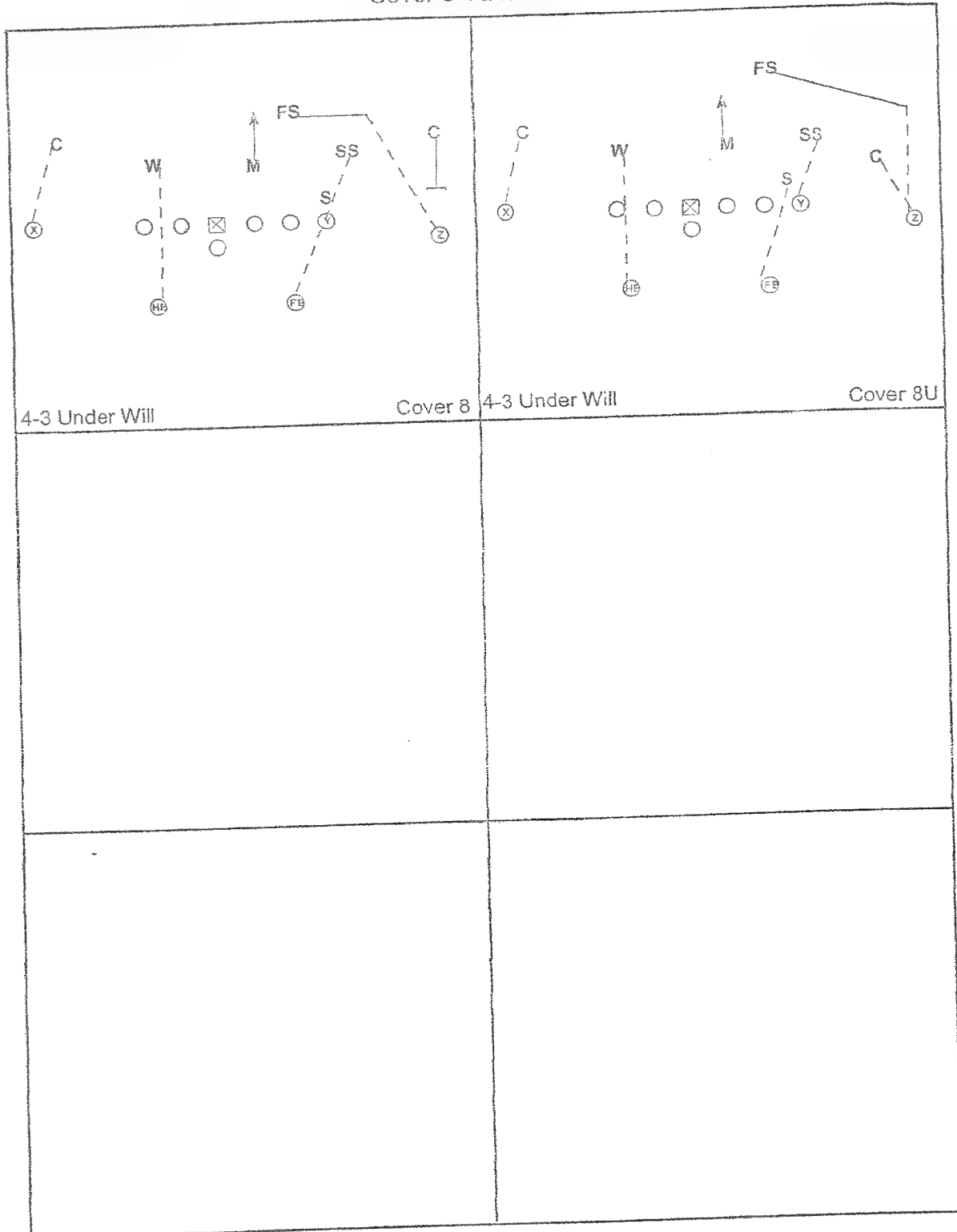
# 4-3 Under Will In Cover 8 (FS Dbl #1 Strong)



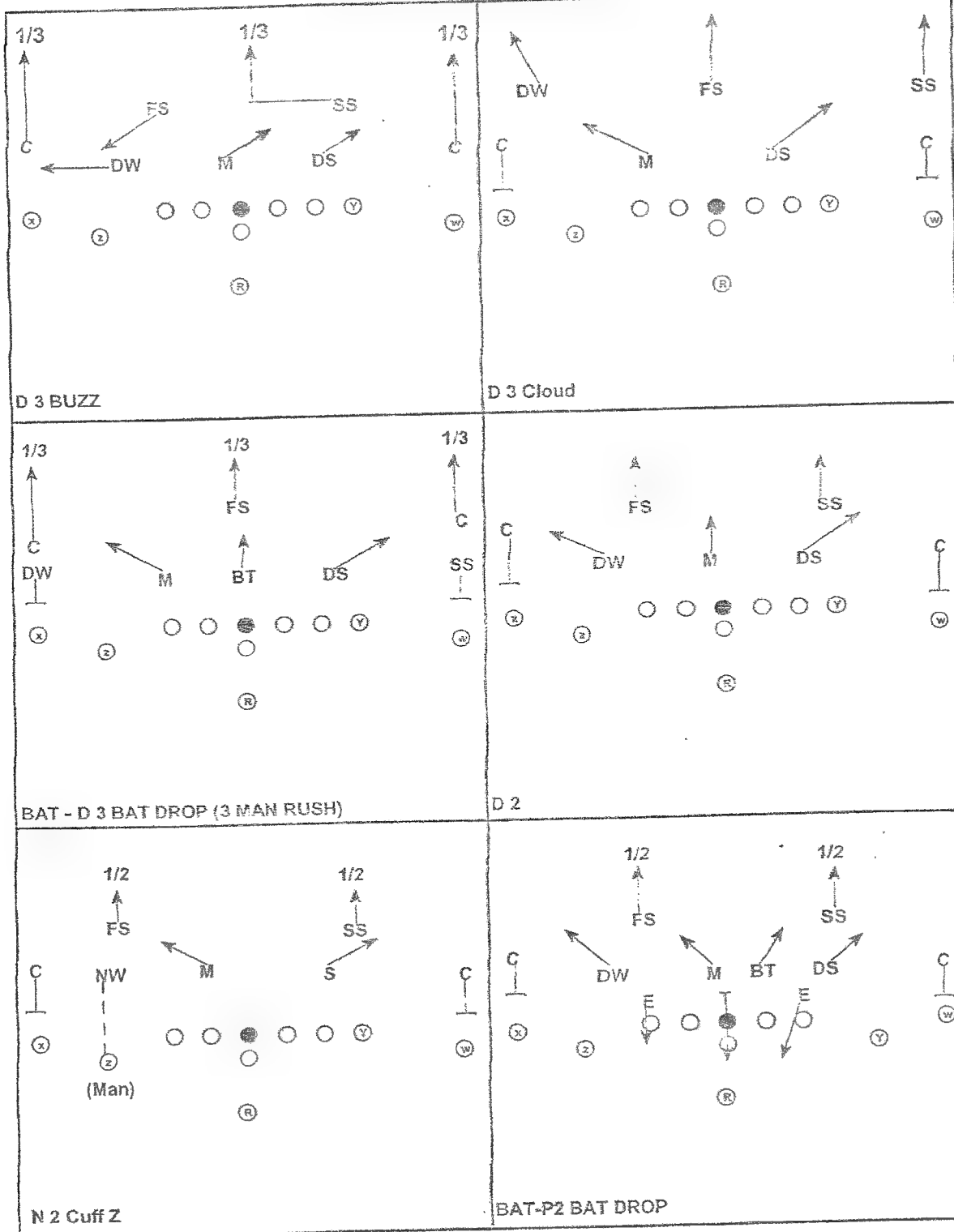
Position	Alignment	Responsibility
Strong Corner	7 Yards Deep Outside Shade	M/M Double on Z w/FS Outside Technique
Strong Safety	7 Yards Deep Outside Shade of Y	Cover Y M/M Y Blocks = Force Run
Free Safety	12 Yards Deep Over Strongside OT	Dbl. on Z w/Str. CB. Take all Inside Releases by Z. Nothing shows = Fre in Middle
Weak Corner	7 Yards Deep Inside Shade	Cover X/Man to Man Inside Technique
Sam	Defense Called	Cover 1st Back Strong, N/T = Free
Mike	Defense Called	Cover 2nd Back Strong or Weak, N/T = Free
Will	Defense Called	Cover 1st Back Weak, N/T = Free



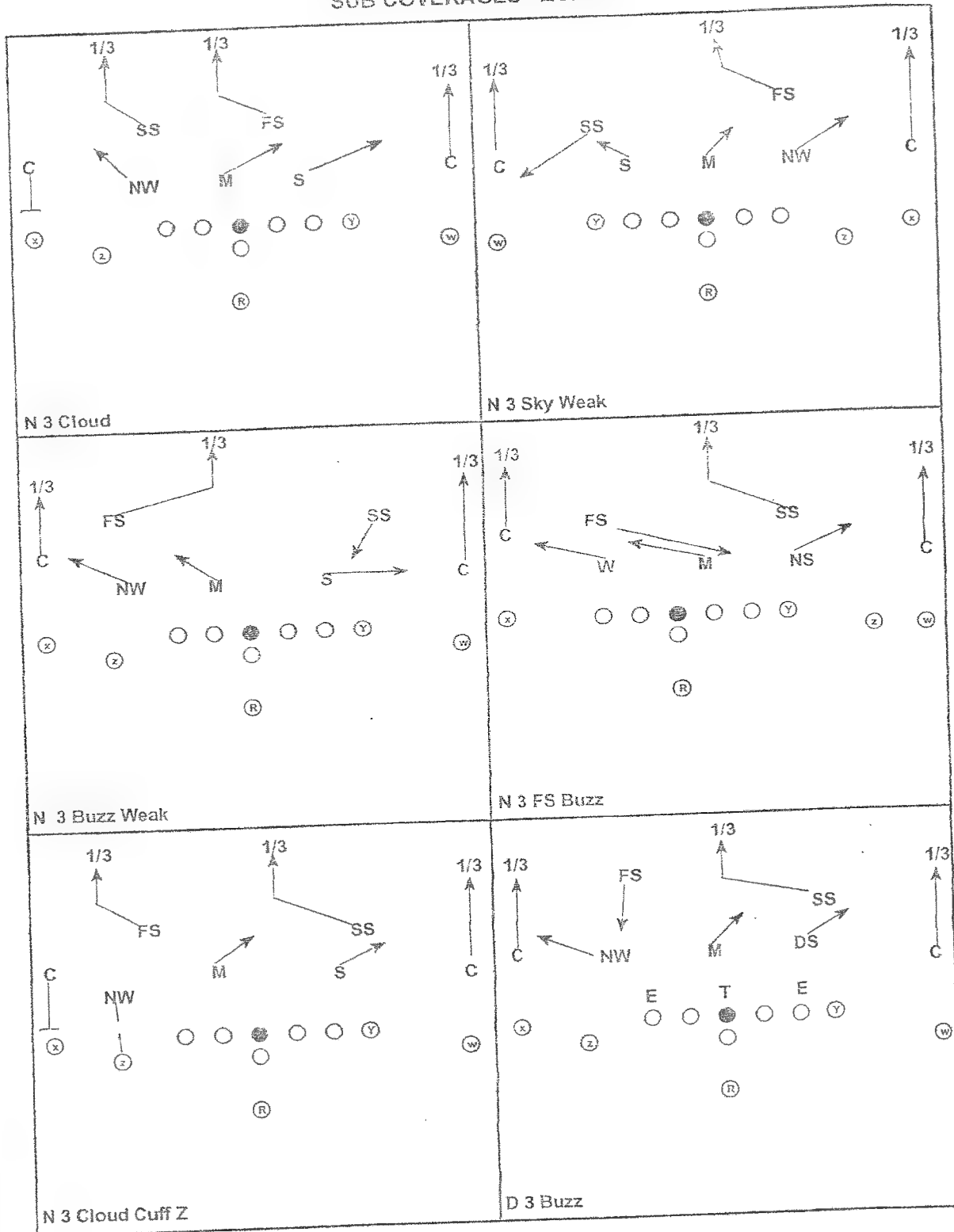
# Cover 8 Variations



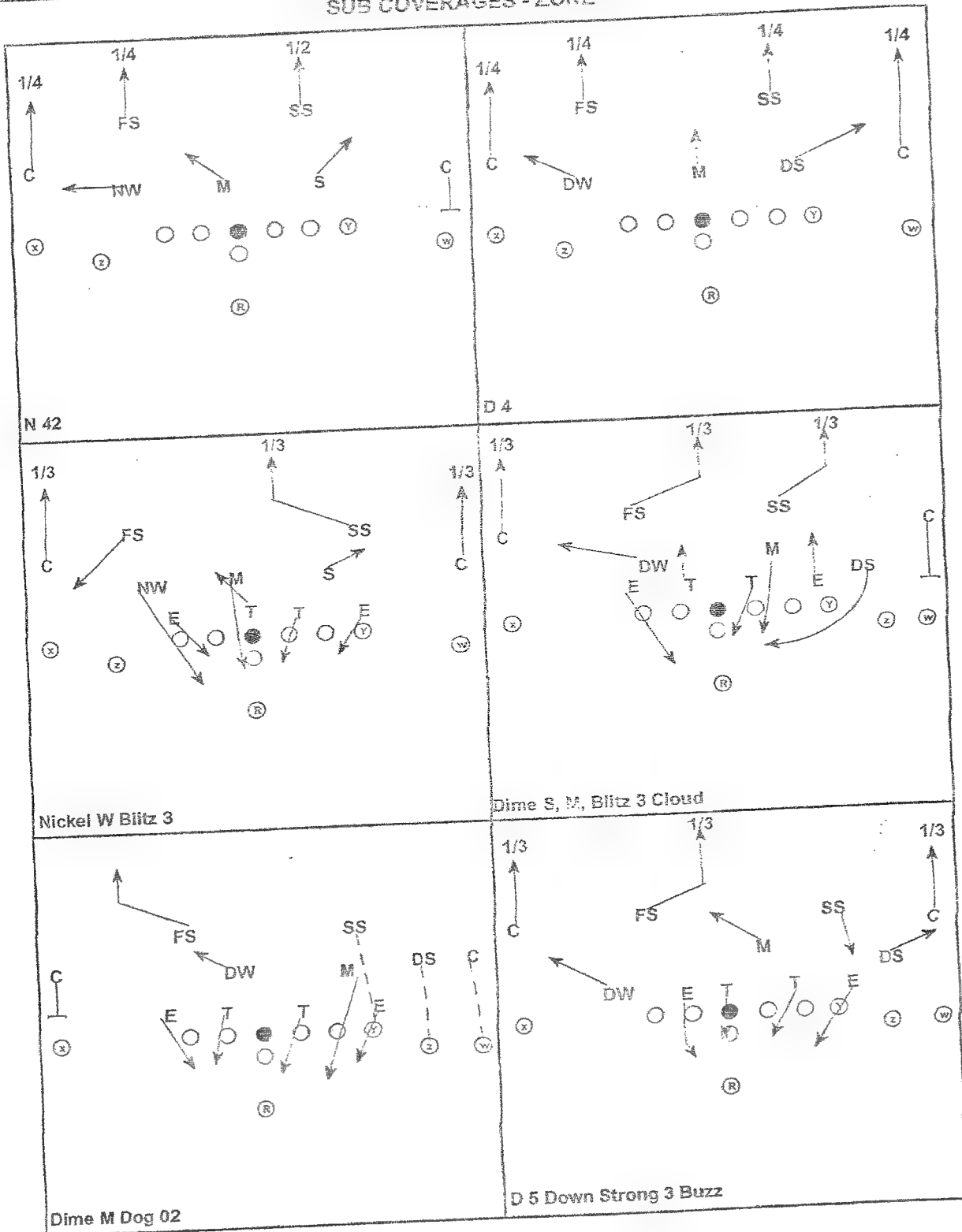
# SUB COVERAGES - ZONE



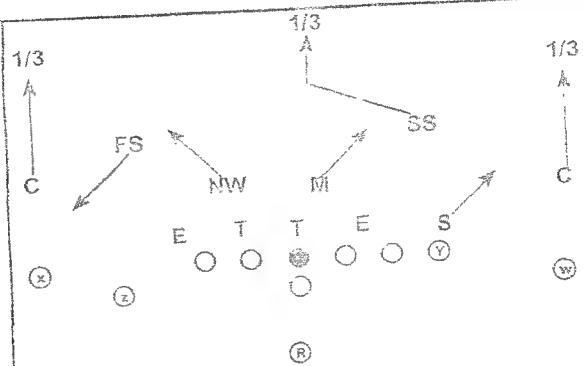
# SUB COVERAGES - ZONE



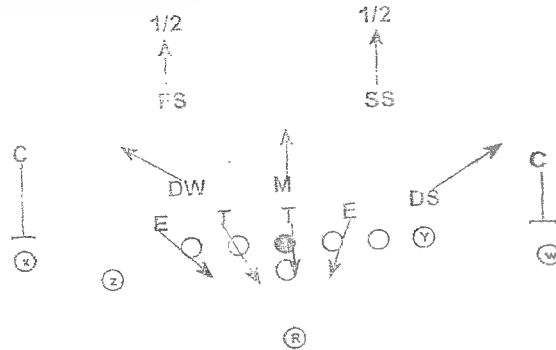
# SUB COVERAGES - ZONE



# SUB COVERAGES - ZONE

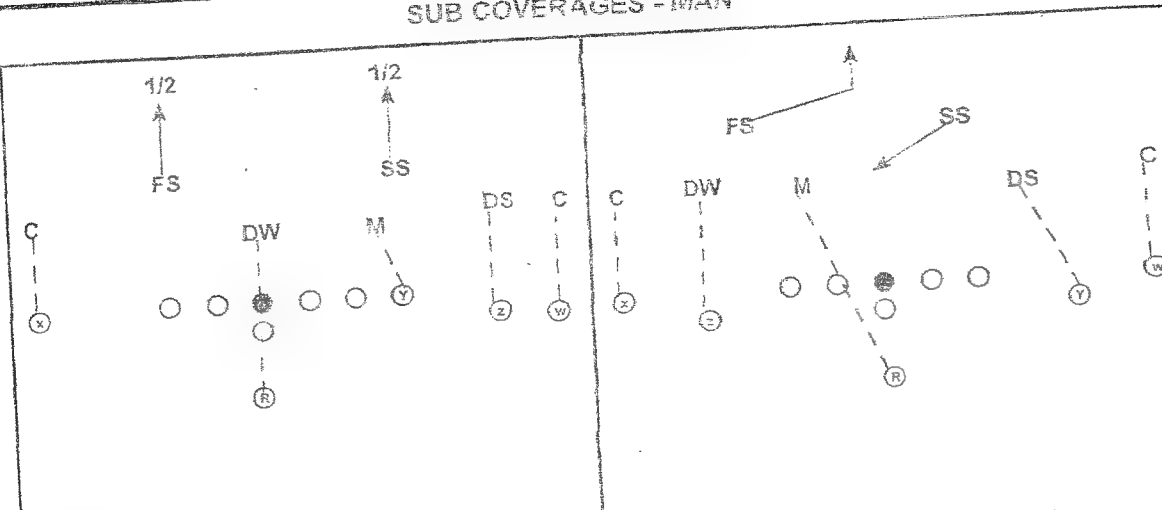


N 5 Down Weak 3



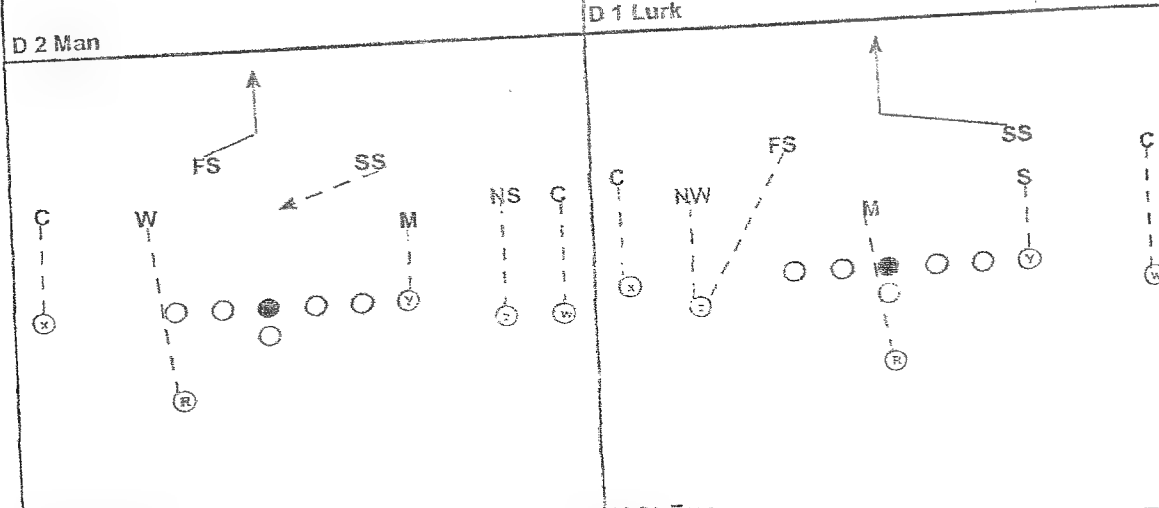
D 5 Down Weak 2

# SUB COVERAGES - MAN



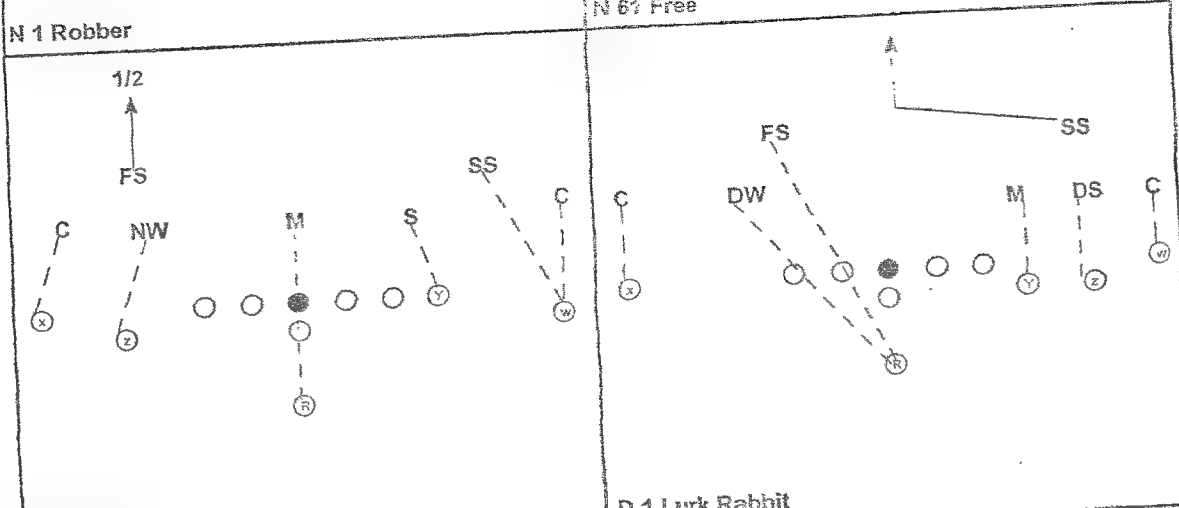
D 2 Man

D 1 Lurk



N 1 Robber

N 61 Free



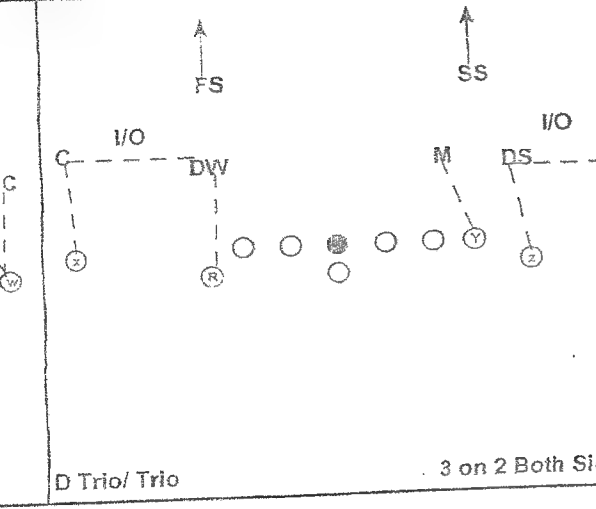
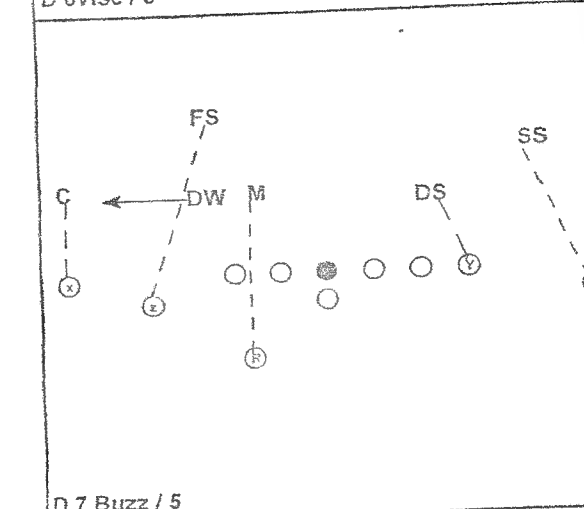
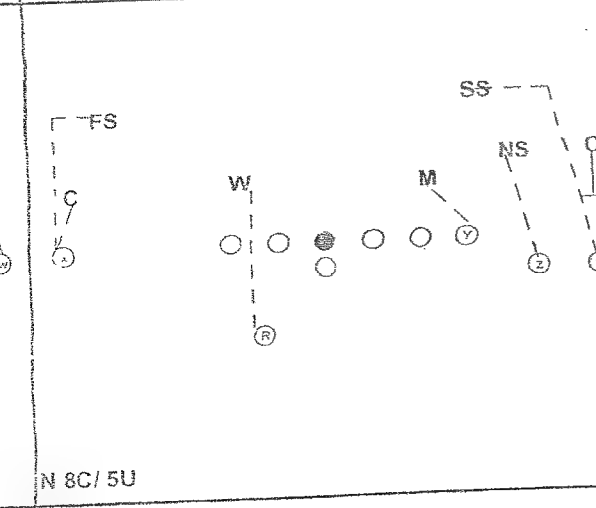
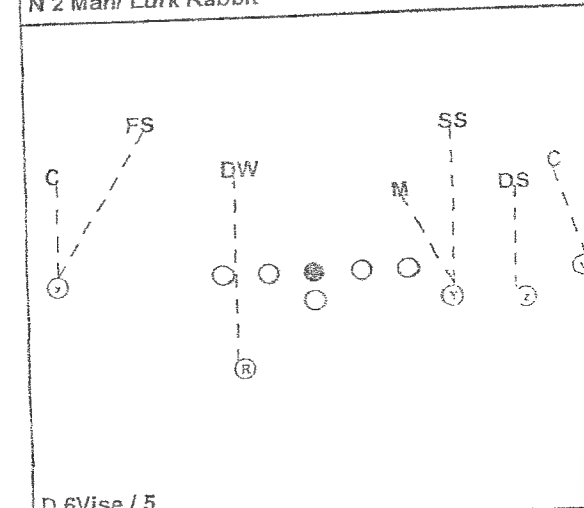
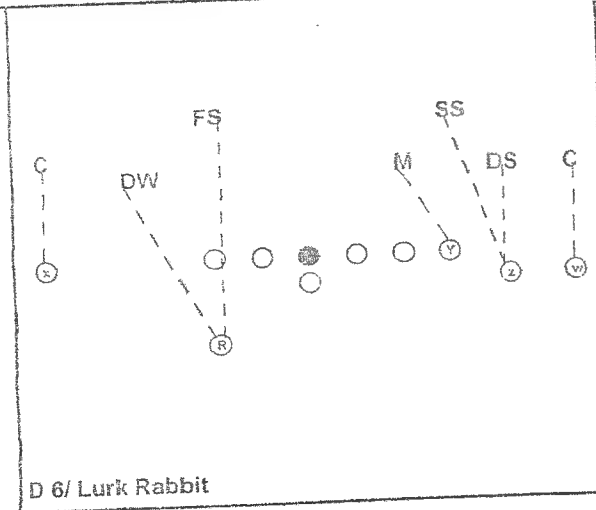
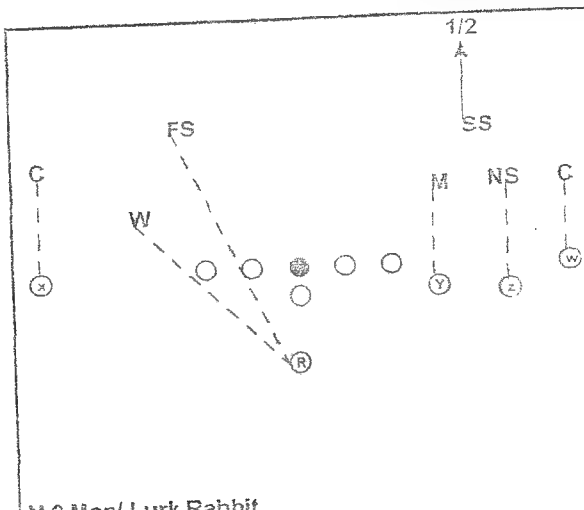
N 2 Man 5 Bracket

D 1 Lurk Rabbit



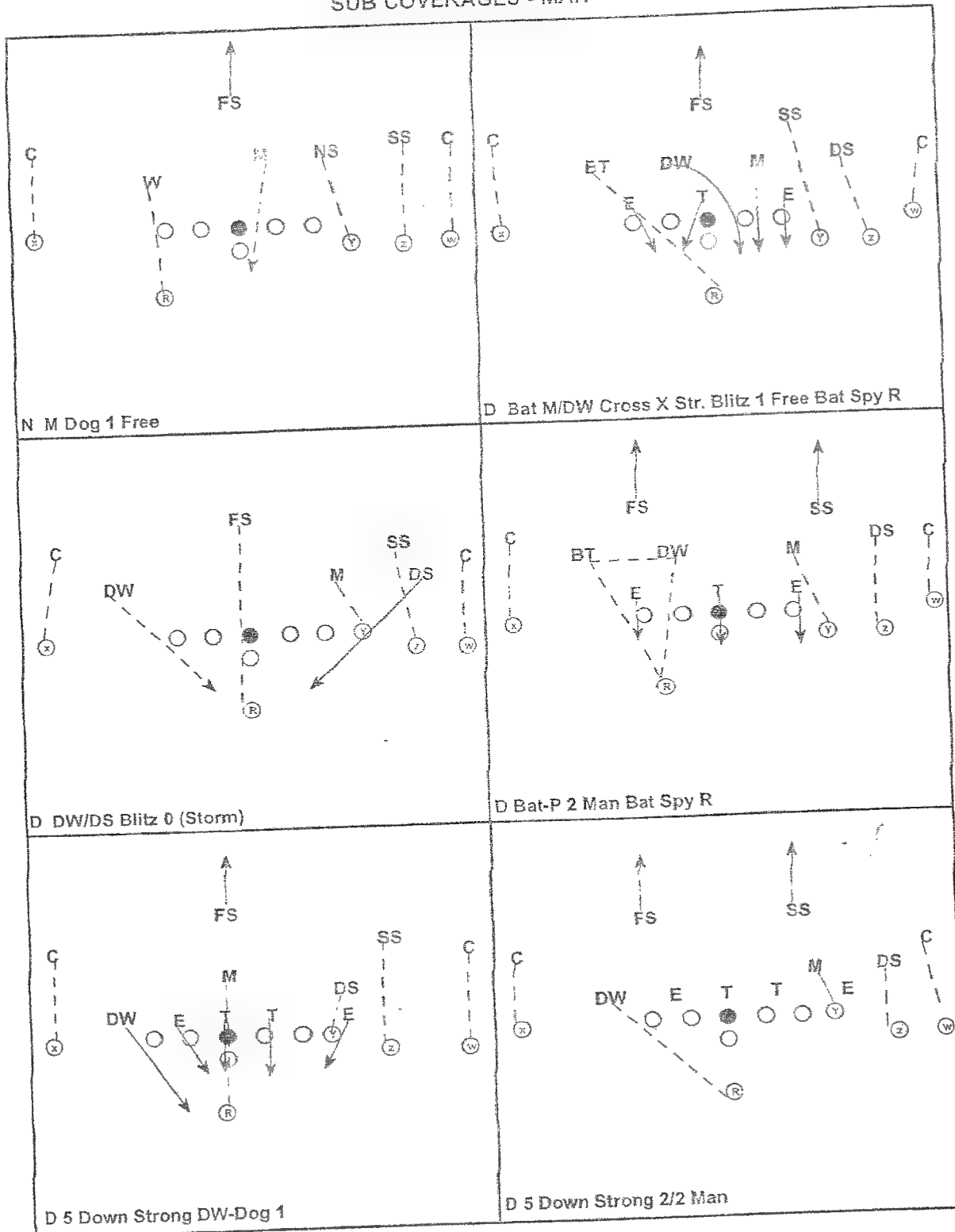


# SUB COVERAGES - MAN



3 on 2 Both Sides

# SUB COVERAGES - MAN





# TEXANS OFFENSE

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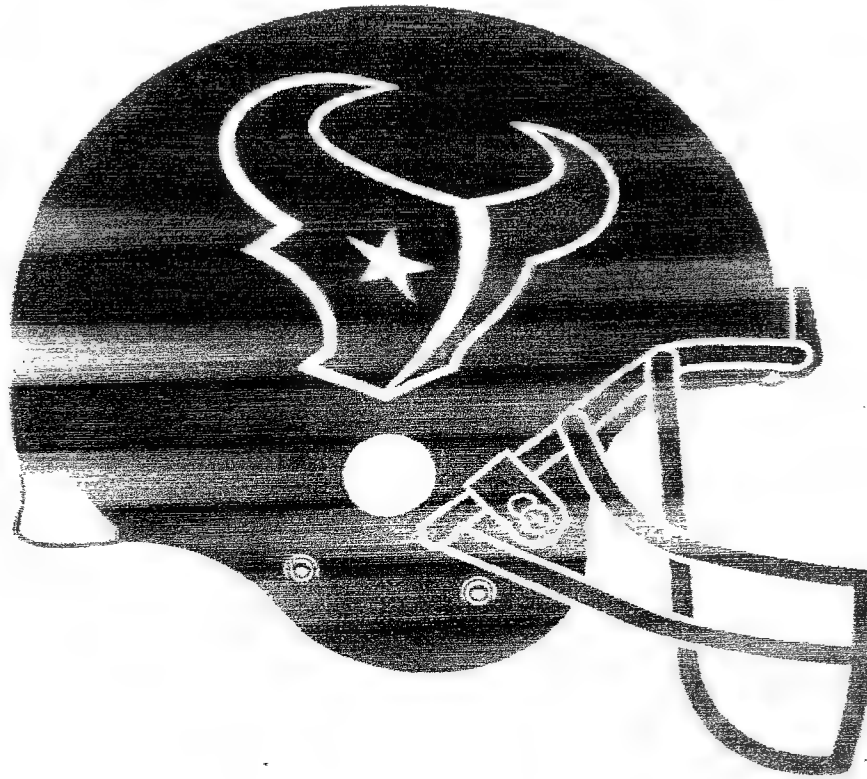


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## MEETING #1





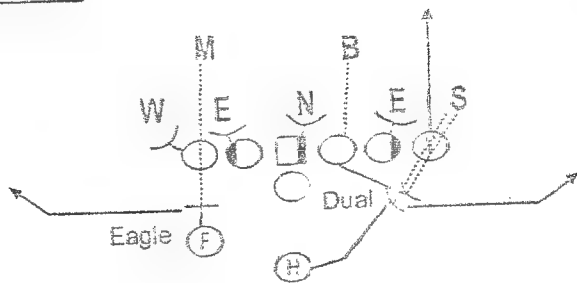
# TEXANS OFFENSE

## 2003 TEXANS OFFENSE Meeting #1

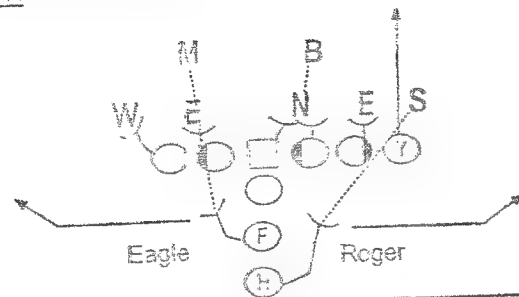
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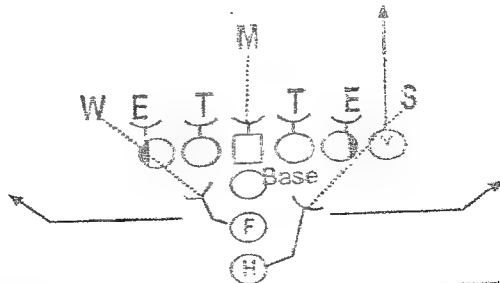
34 Under



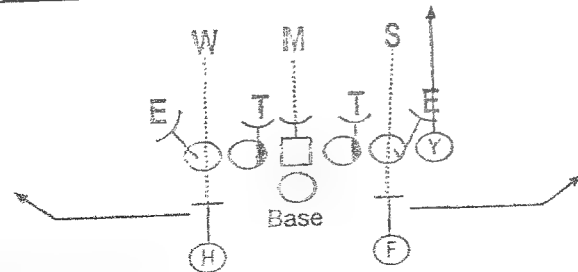
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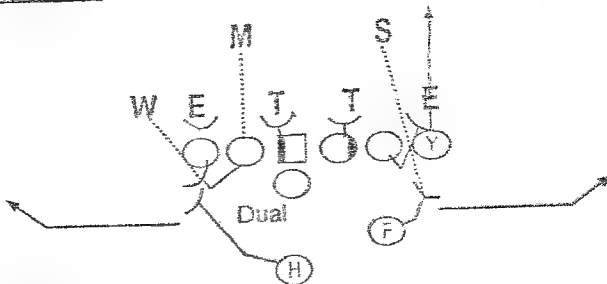
43



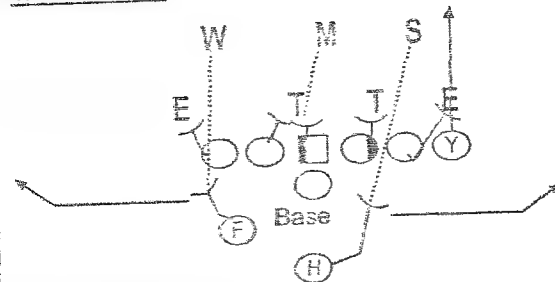
43 Stack



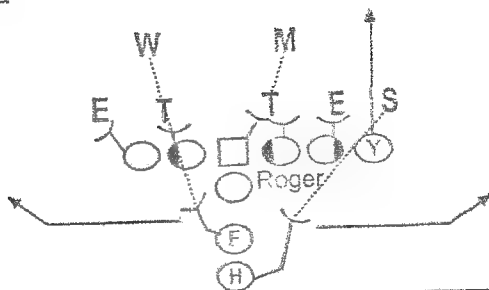
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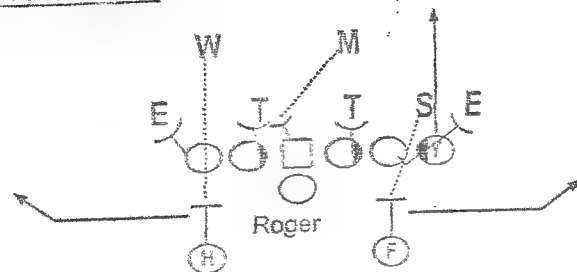
43 OV STK WN



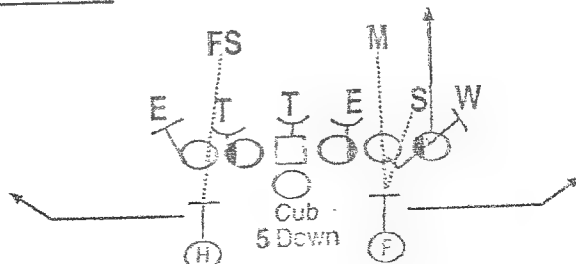
44 STG



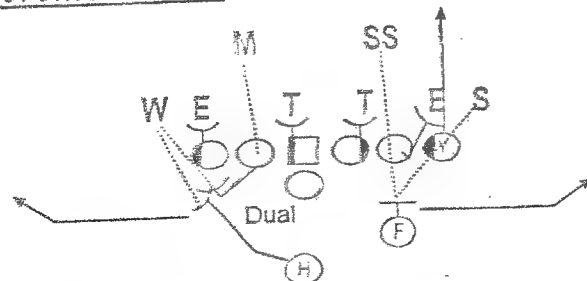
44 STG SAM SW



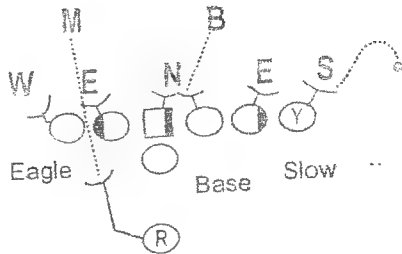
43 CUB WK



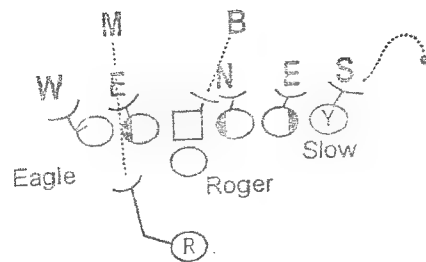
OV STK SAM OUT SIN



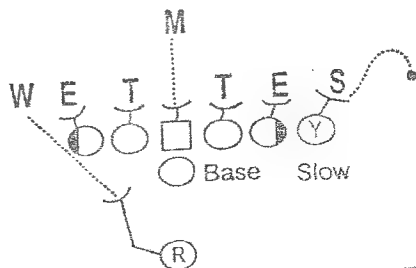
34 Under



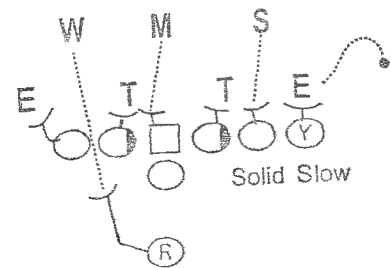
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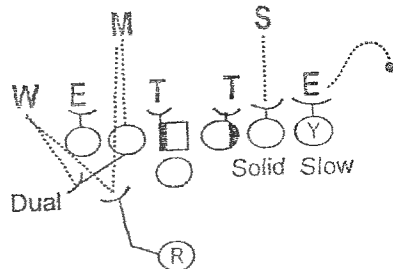
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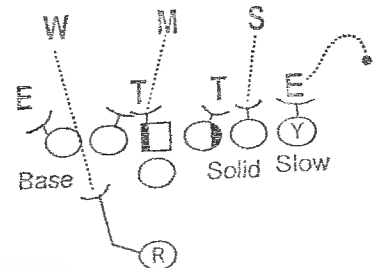
43 Stack



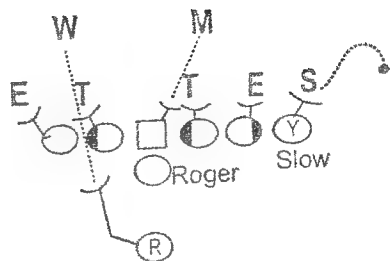
43 OV STK



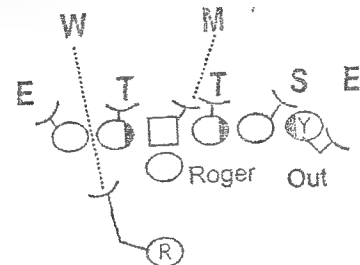
43 OV STK WIN



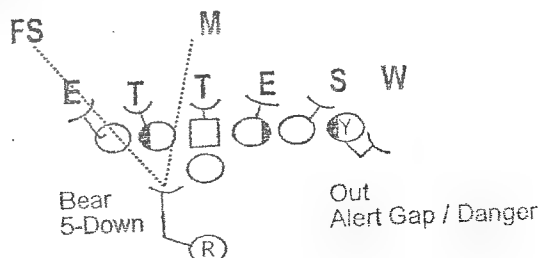
44 STG



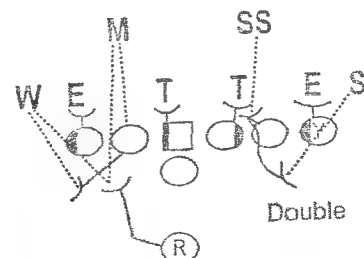
44 STG SAM SW



5 Down WK

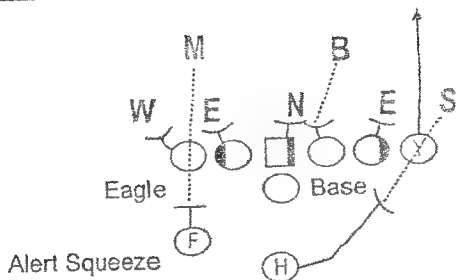


OV STK SAM OUT SIN

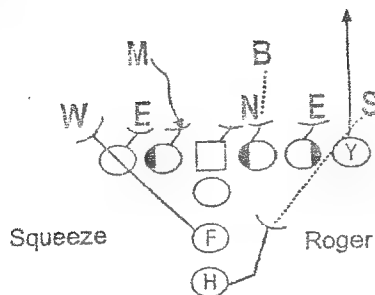


92 / 93 (94/95)

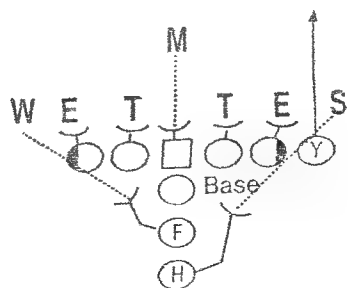
34 Under



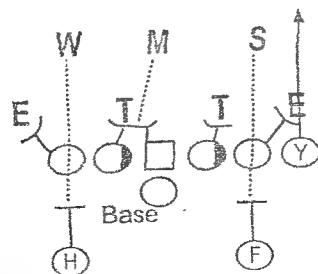
34/44



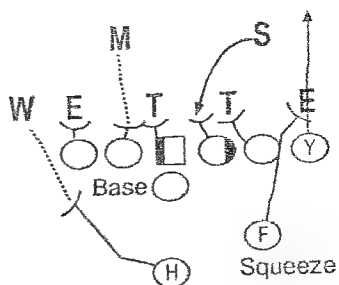
43



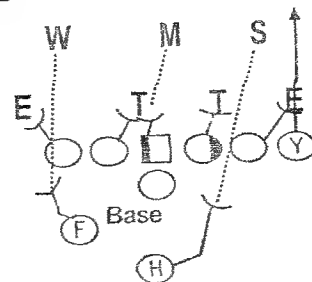
43 Stack



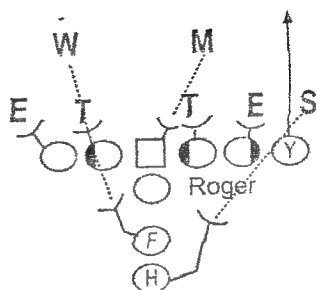
43 OV STK



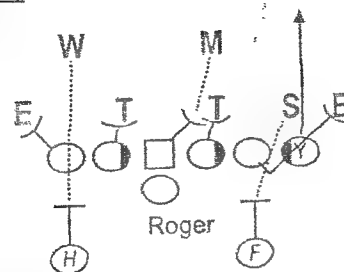
43 OV STK WIN



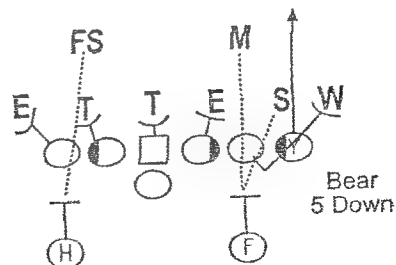
44 STG



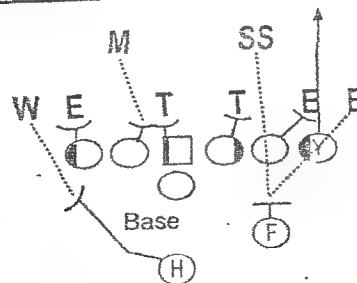
44 STG SAM SW



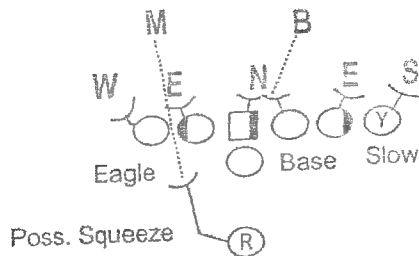
43 CUB WK



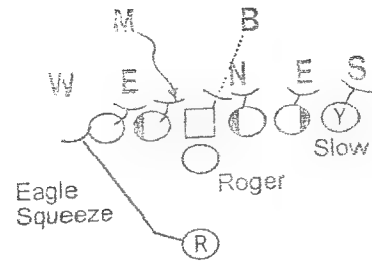
OV STK SAM OUT SIN



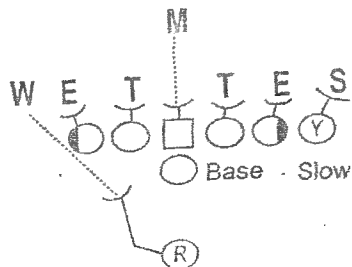
34 Under



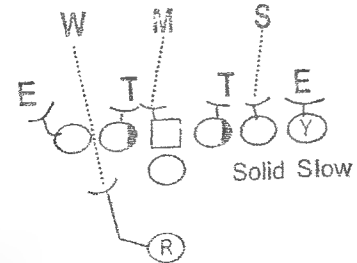
34 / 44



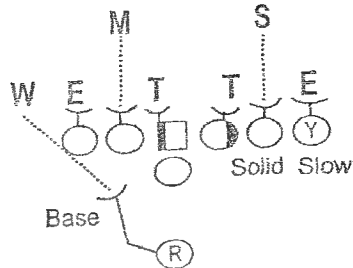
43



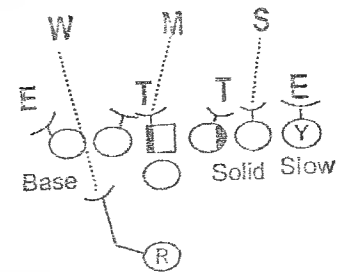
43 Stack



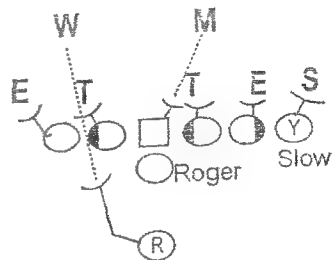
43 OV STK



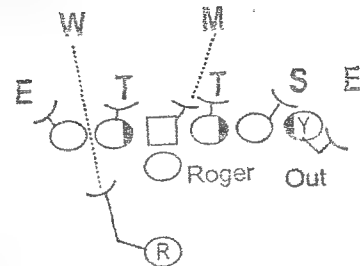
43 OV STK WIN



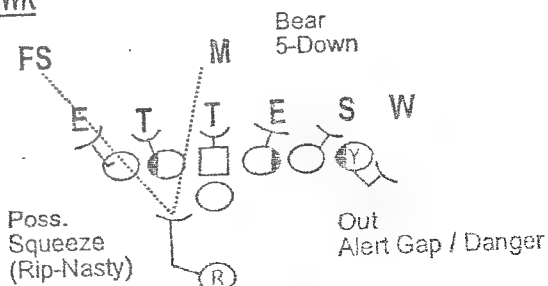
44 STG



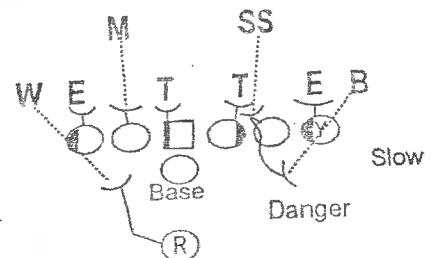
44 STG SAM SW



5 Down WK

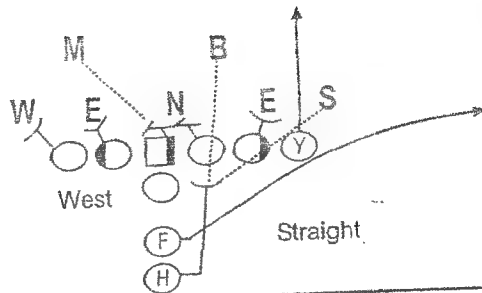


OV STK SAM OUT SIN

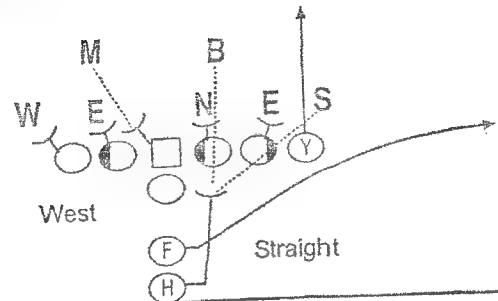


# Ride 136 / 137 DUAL

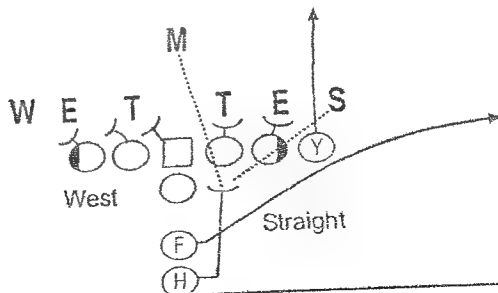
34 Under



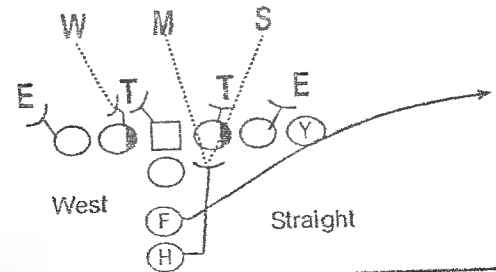
34/44



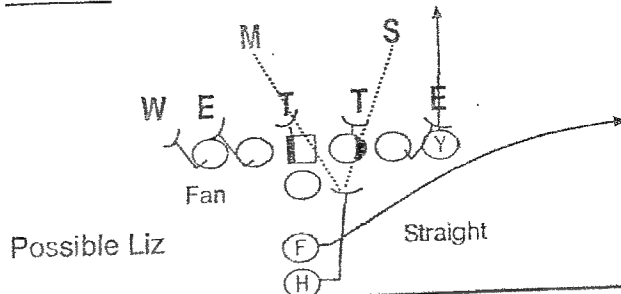
43



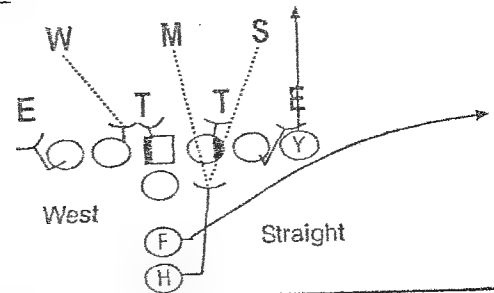
43 Stack



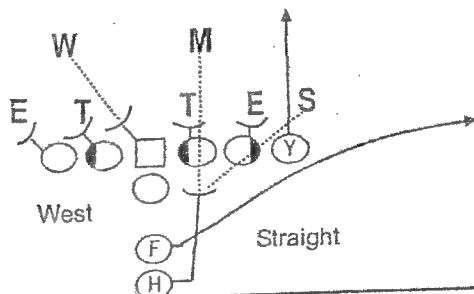
43 OV STK



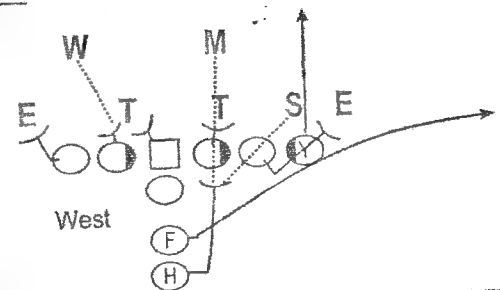
43 OV STK WIN



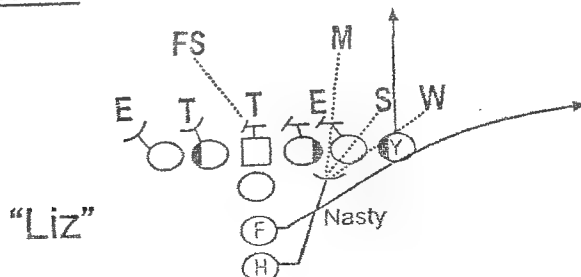
44 STG



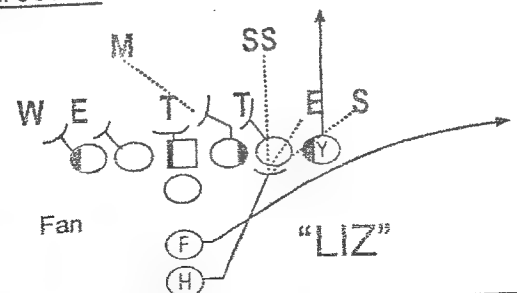
44 STG SAM SW



43 CUB WK



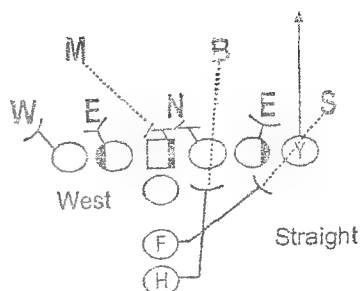
OV STK SAM OUT SIN



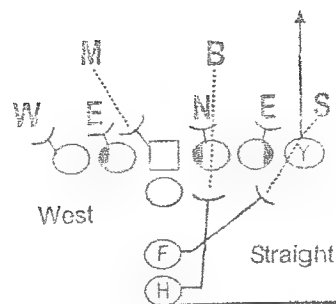


# Ride 136 / 137

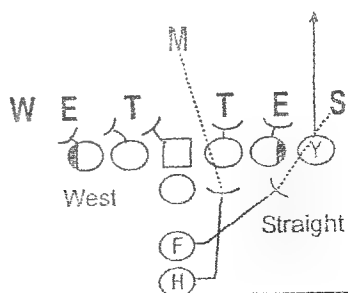
34 Under



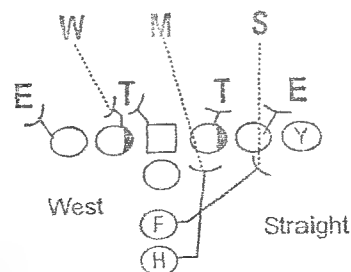
34 / 44



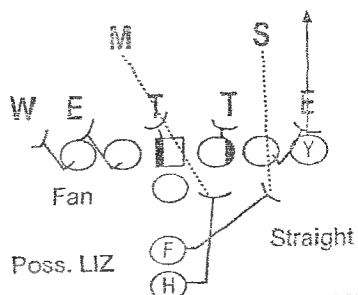
43



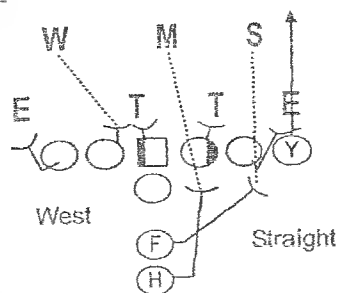
43 Stack



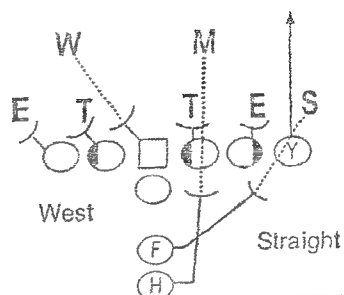
43 OV STK



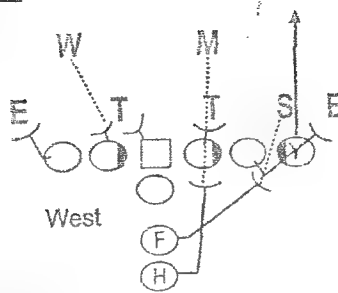
43 OV STK WIN



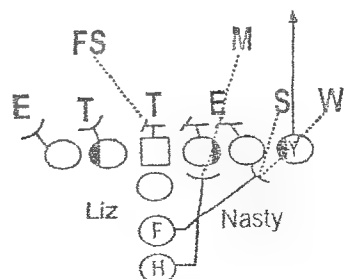
44 STG



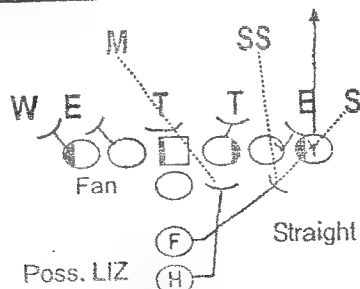
44 STG SAM SW



43 CUB WK

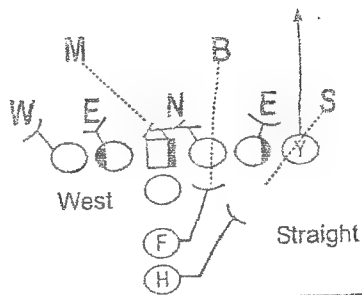


OV STK SAM OUT SIN

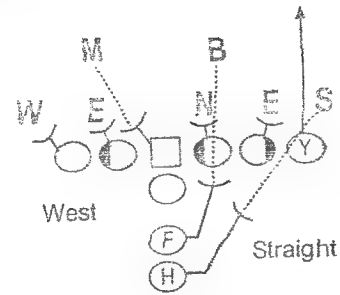


# Ride 138 / 139

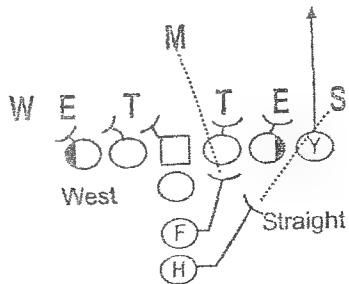
34 Under



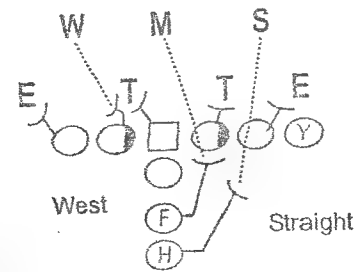
34/44



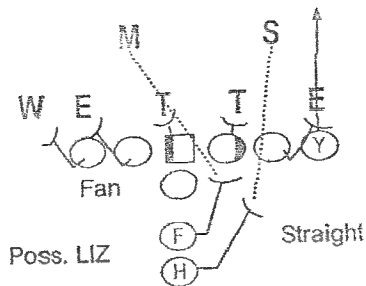
43



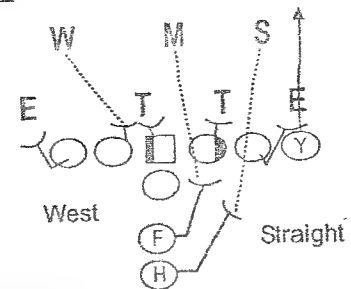
43 Stack



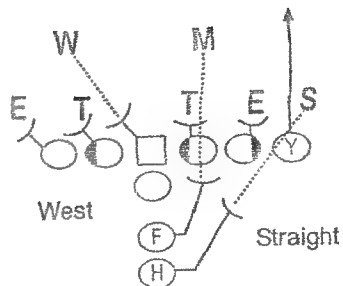
43 OV STK



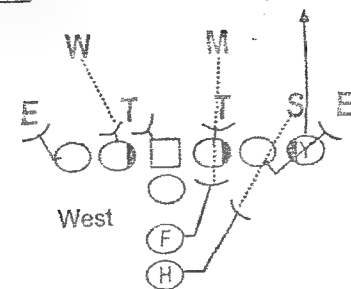
43 OV STK WIN



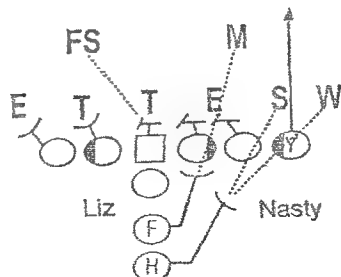
44 STG



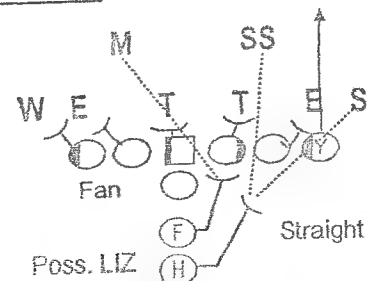
44 STG SAM SW



43 CUB WK

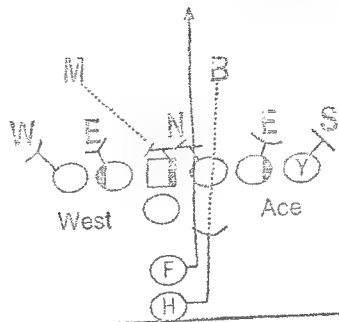


OV STK SAM OUT SIN

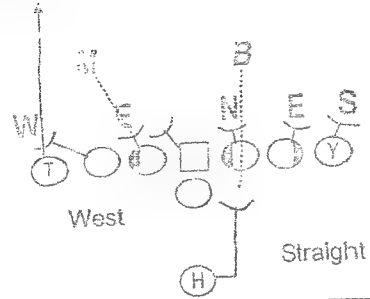


# R - 132/133 Firm Slow

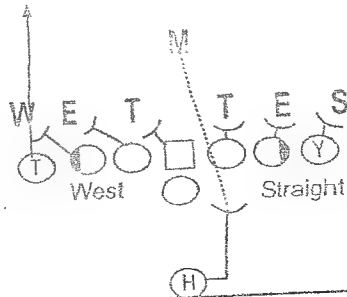
34 Under



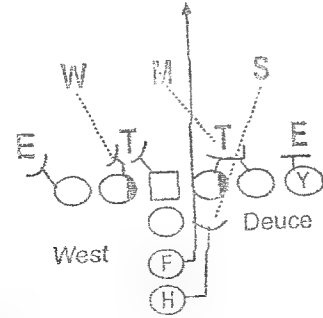
34/44



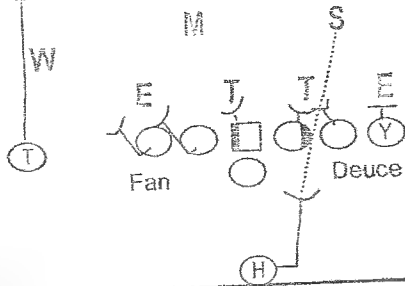
43



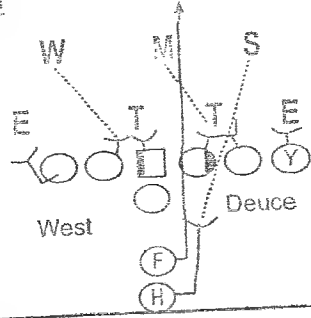
43 Stack



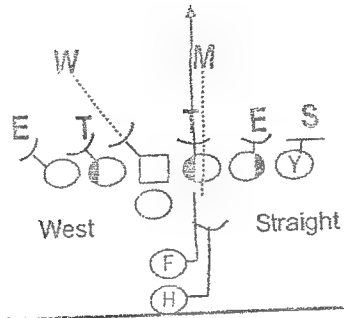
43 OV STK



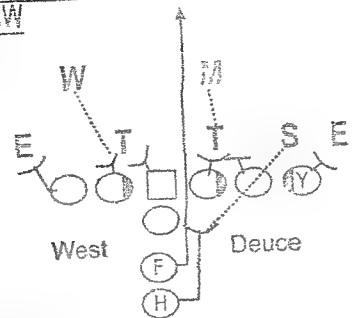
43 OV STK WIN



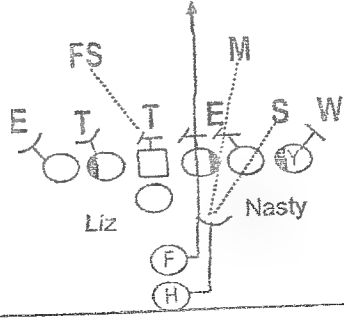
44 STG



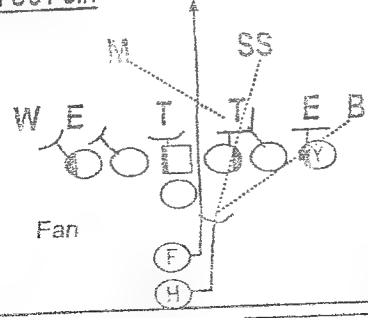
44 STG SAM SW



43 CUB WK

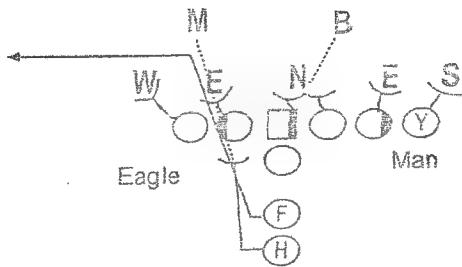


OV STK SAM OUT SIN

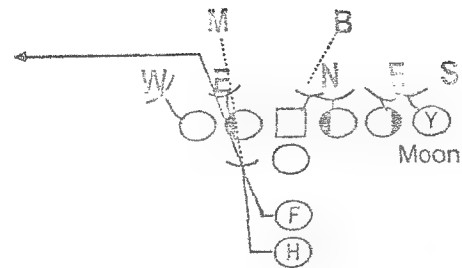


# Ride 135 / 134

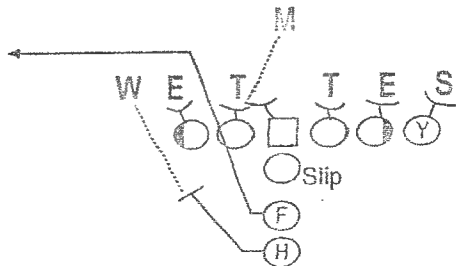
34 Under



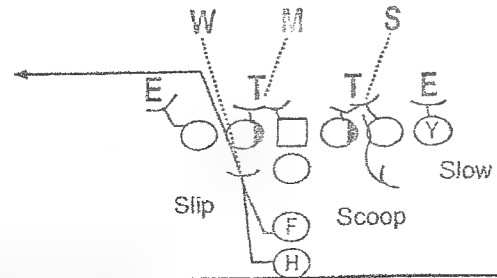
34 / 44



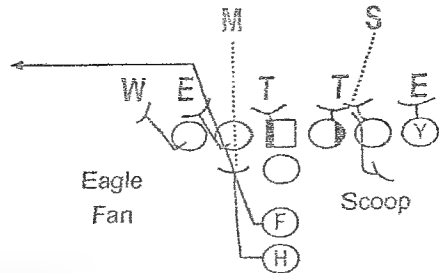
43



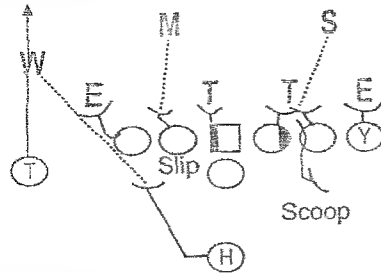
43 Stack



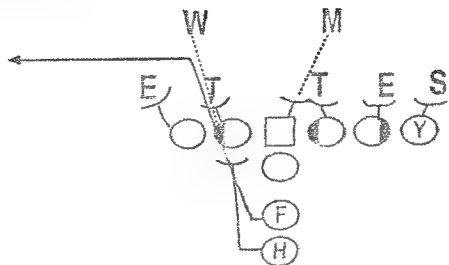
43 OV STK



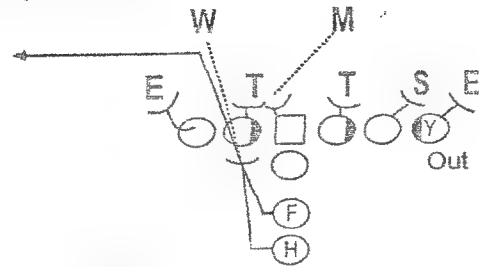
43 OV STK WIN



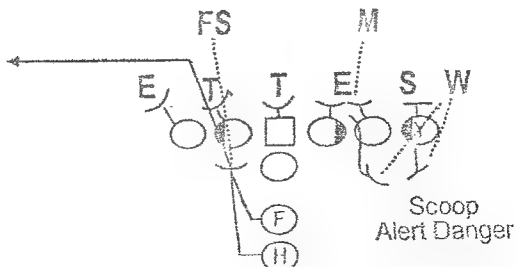
44 STG



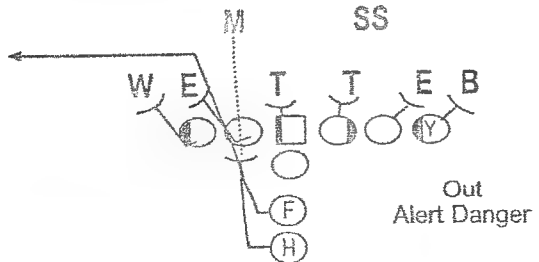
44 STG SAM SW



43 CUB WK



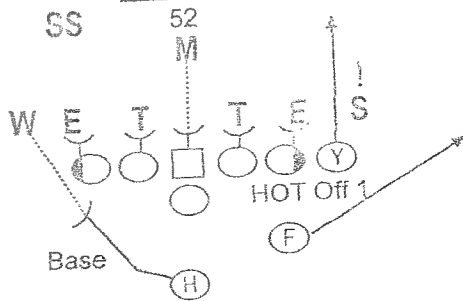
OV STK SAM OUT SIN



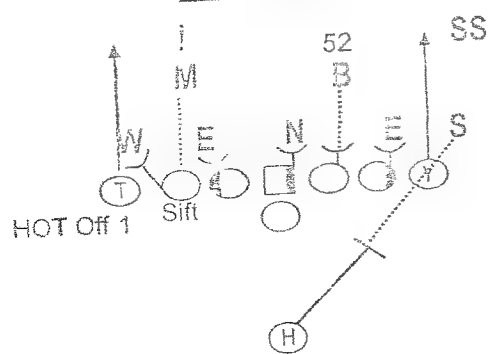
# LUCKY / RINGO

"LUCKY / RINGO" call by QB adjusts our protection and Hot Adjustments. "Lucky" or "Ringo" straightens up Protection (No Duals). Uncovered OL Blocks 1st Blitzer Head-Up to callside. Back Blocks 2nd Blitzer to callside. QB should ID LB by jersey # the defender he wants the OL to Block. BST Sifts (Alert to Squeeze). Receivers must adjust their Hot adjustment to Hot off 1 AWAY from the "Lucky or "Ringo" call. Receivers TO the "Lucky" or "Ringo" call now react Hot off 3, or 2 Outside the TE.

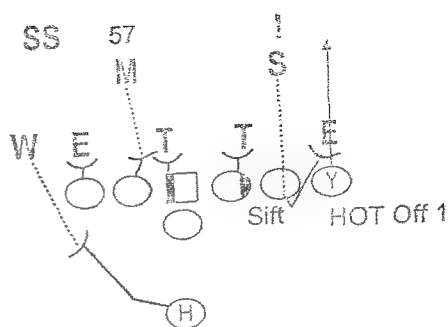
62-"LUCKY 52"



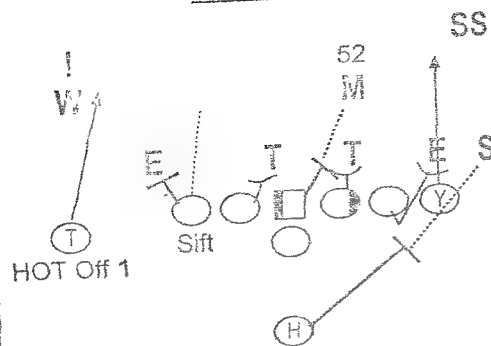
62-"RINGO 52"



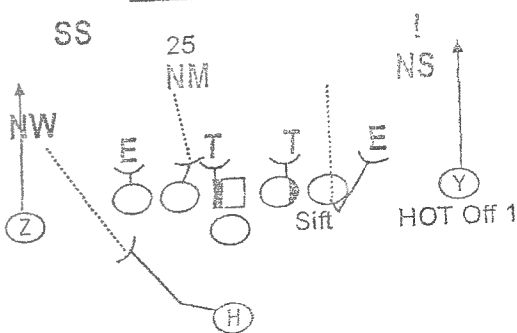
76-"LUCKY 57"



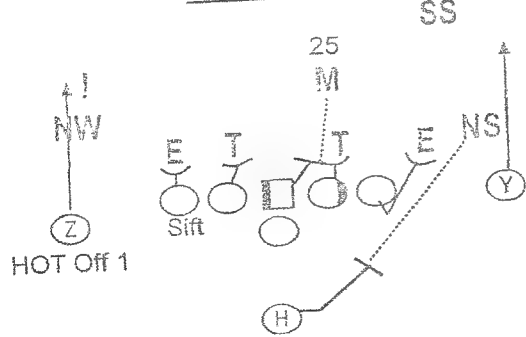
76-"RINGO 52"



76-"LUCKY 25"



62-"RINGO 25"

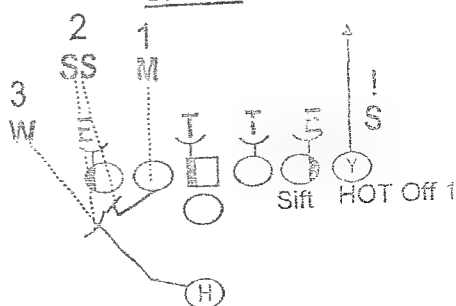




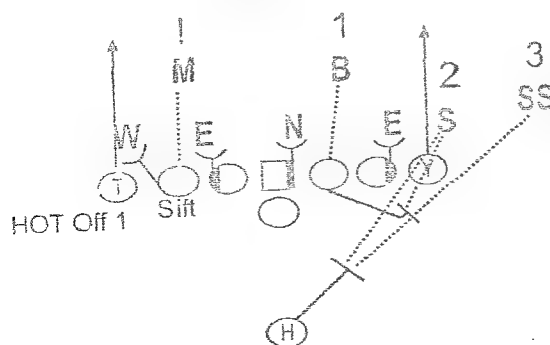
# R/L

"R/L" call by QB adjusts our protection and Hot Adjustments. "R" or "L" sends the back to the Right or Left, and Puts the Frontside Uncovered Lineman on a Dual. It is designed to handle 3 Man Overloads, as it handles 2 of 3 Potential Rushers. The Uncovered OL duals #1 to #2, the RB duals #2 to #3. Vs. 62/63 Protection Sift or Dual Backside. Vs. 76/77 protection QB must make "SOLO-R or L"; BST Sift, Alert Squeeze. Receivers must adjust their Hot adjustment to Hot off 1 AWAY from the "R" or "L" call. TO the "R" or "L", it takes 3 to adjust Hot.

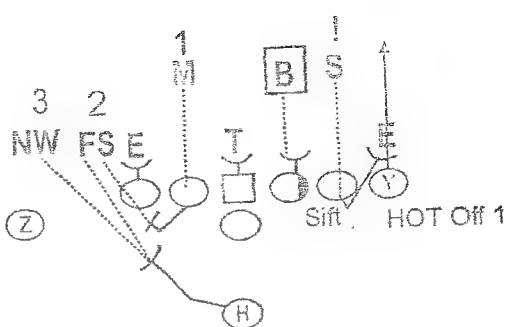
62-"L"



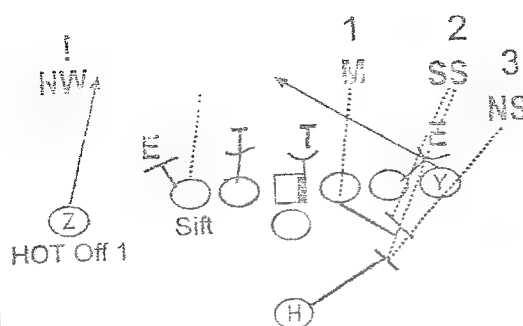
62-"R"



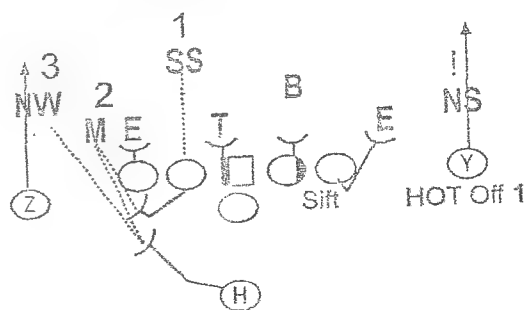
76-"SOLO - L"



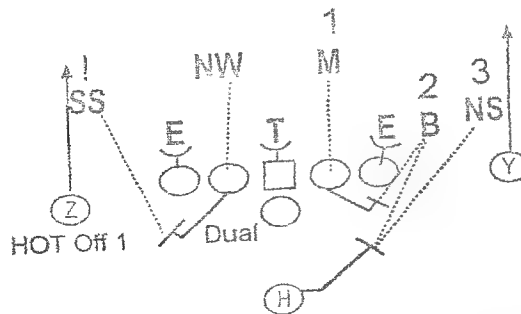
76-"SOLO - R"



76-"SOLO - L"



62-"R"

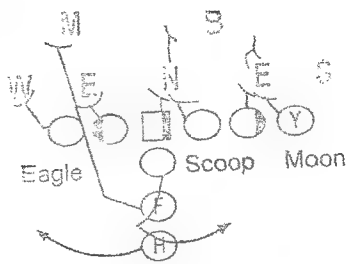


SLANT 36-37 POWER O	
<p><u>34 Under</u></p>	<p><u>34: 44</u></p>
<p><u>43</u></p>	<p><u>43 Stack</u></p>
<p><u>43 OV STK</u></p>	<p><u>43 OV STK WIN</u></p>
<p><u>44 STG</u></p>	<p><u>44 STG SAM SW</u></p>
<p><u>43 CUB WK</u></p>	<p><u>OV STK SAM OUT SIN</u></p>

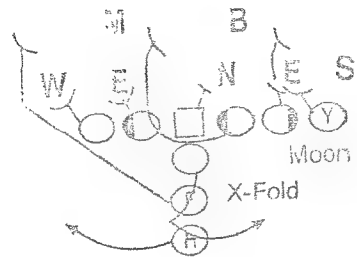


# TOSS 39-38 BOB

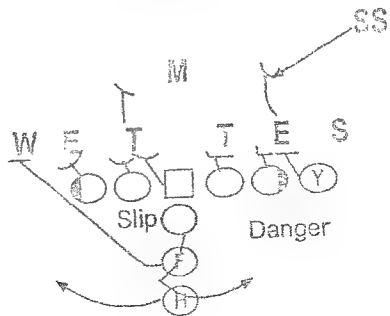
34 Under



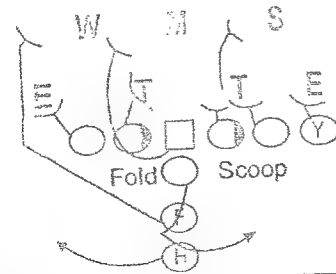
34/44



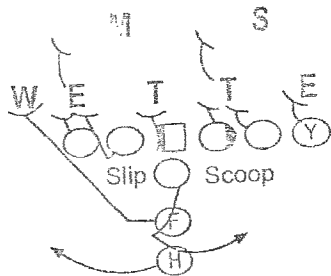
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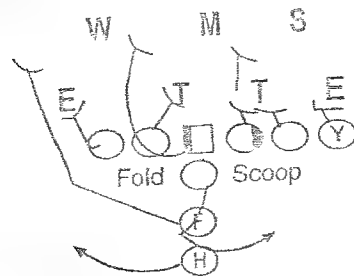
43 Stack



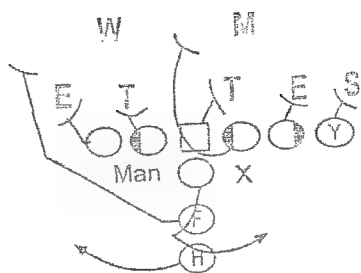
43 OV STK



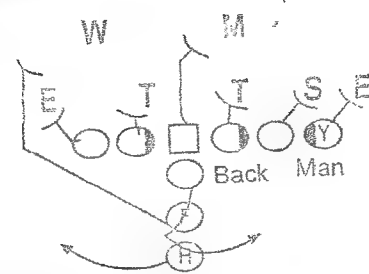
43 OV STK WIN



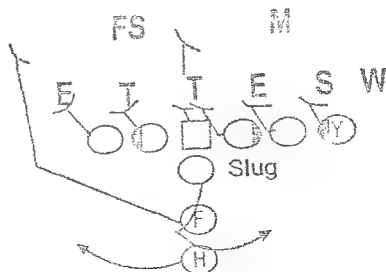
44 STG



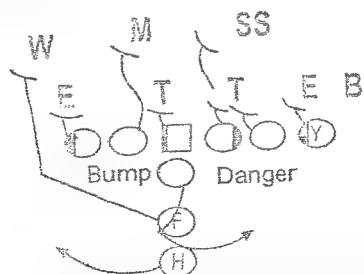
44 STG SAM SW



43 CUB WK

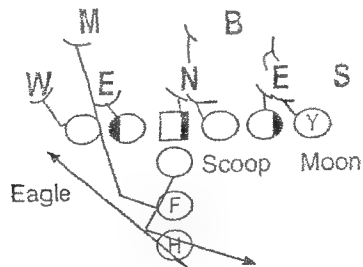


OV STK SAM OUT SIN

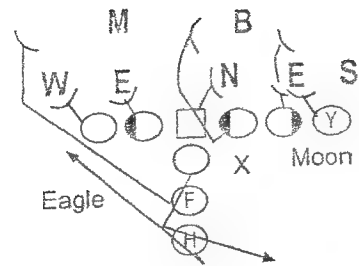


# RIDE 39-38 BOB

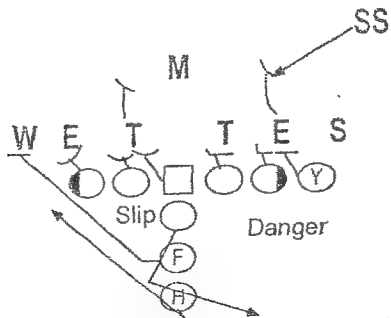
34 Under



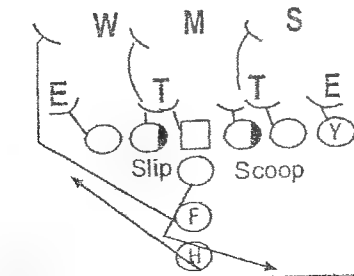
34/44



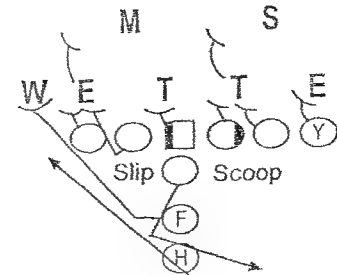
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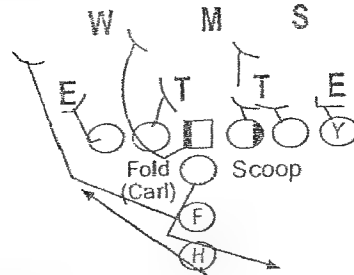
43 Stack



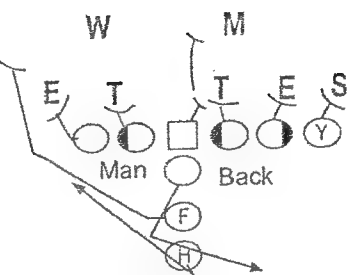
43 OV STK



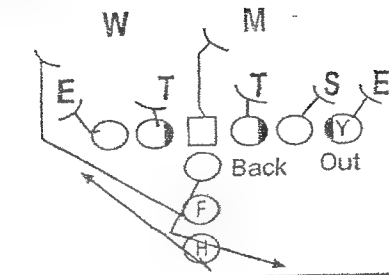
43 OV STK WIN



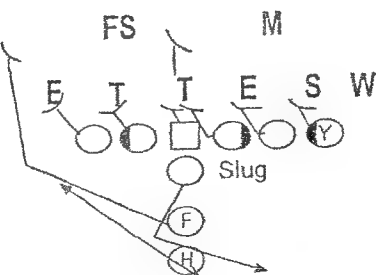
44 STG



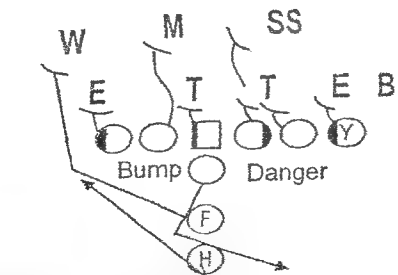
44 STG SAM SW



43 CUB WK

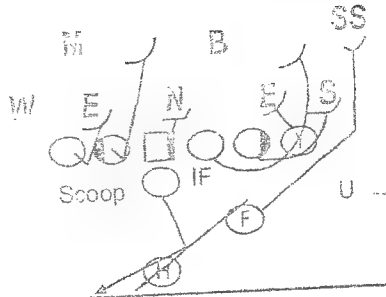


OV STK SAM OUT SIN

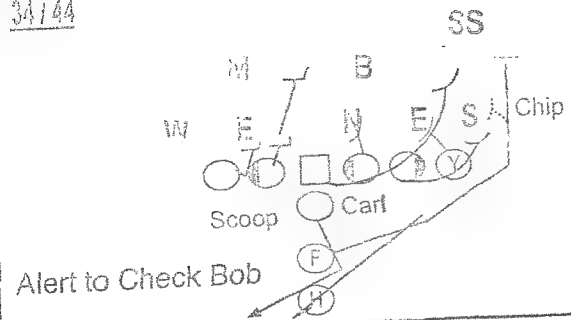


# RIDE 38-39 U BOSS

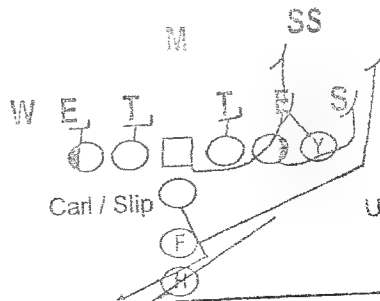
34 Under



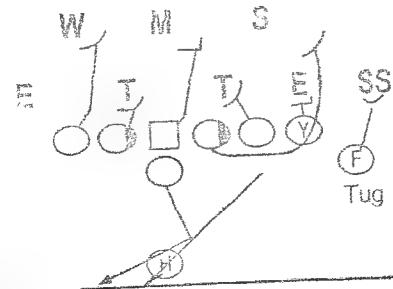
34/44



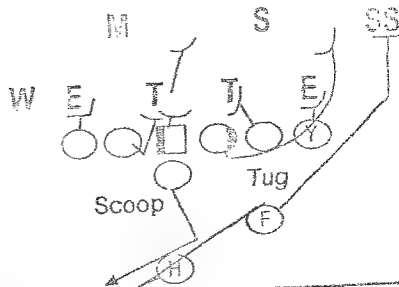
43



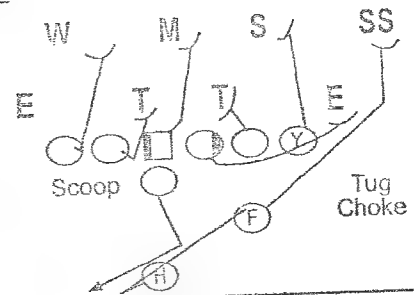
43 Stack



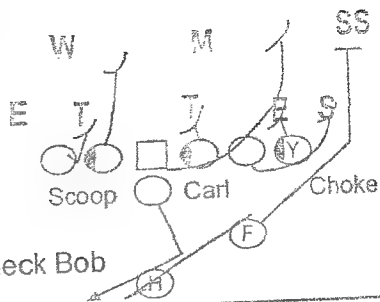
43 OV STK



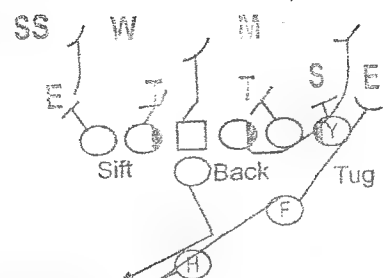
43 OV STK WIN



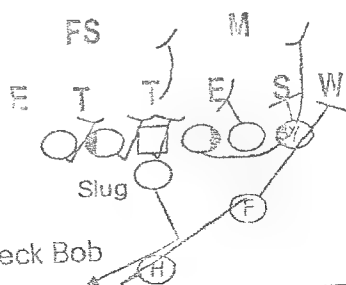
44 STG Choke



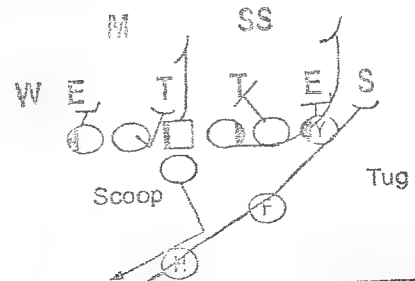
44 STG SAM SW



43 CUB WK

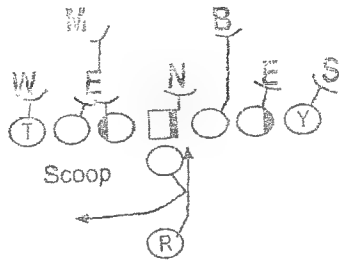


OV STK SAM OUT SIN

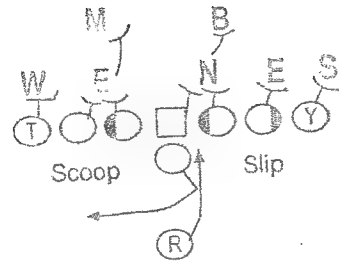


# RIDE 10-11

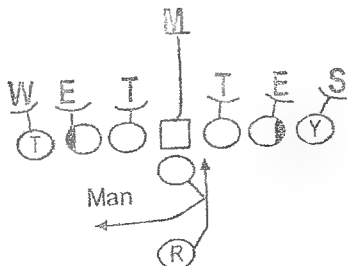
34 Under



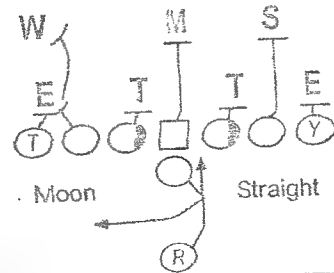
34/44



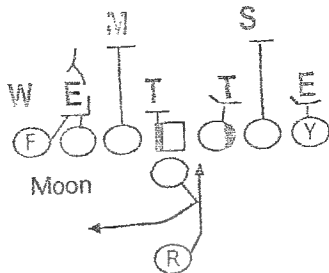
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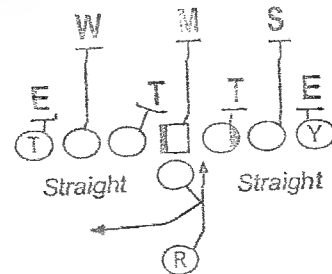
43 Stack



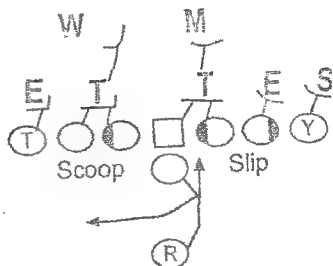
43 OV STK



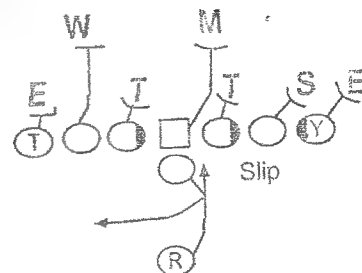
43 OV STK WIN



44 STG

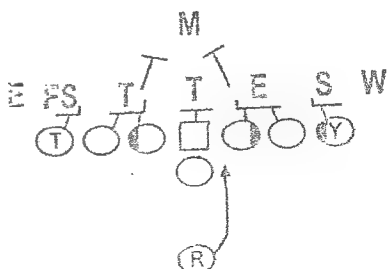


44 STG SAM SW

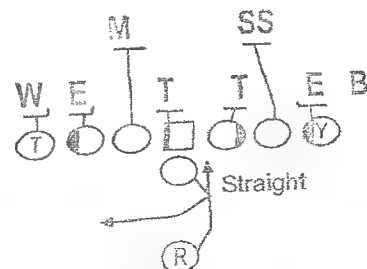


43 CUB WK

Alert Audible Out

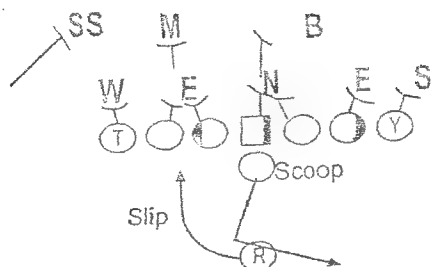


OV STK SAM OUT SIN



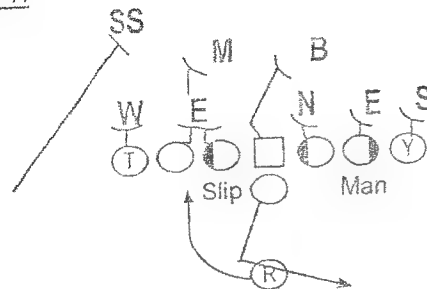
# RIDE 34-35 Zone (Direction)

34 Under



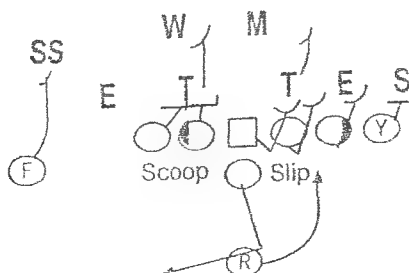
R-35

34/44



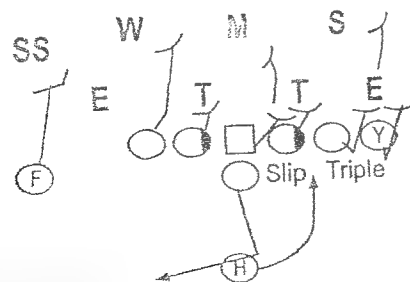
R-35

43 WIN



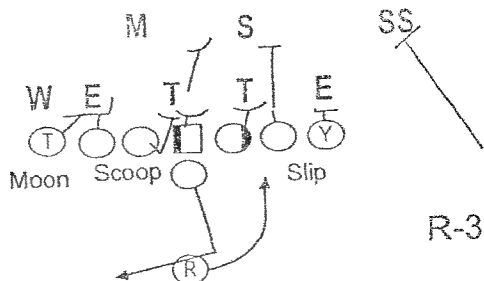
R-34

43 Stack



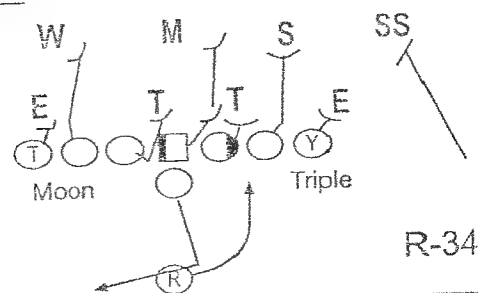
R-34

43 OV STK



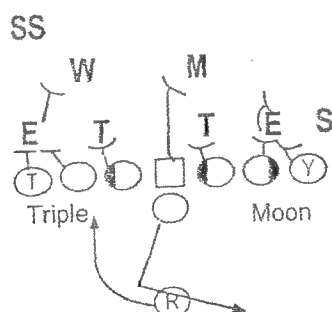
R-34

43 OV STK WIN



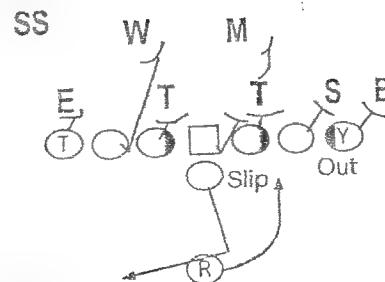
R-34

44 STG



R-35

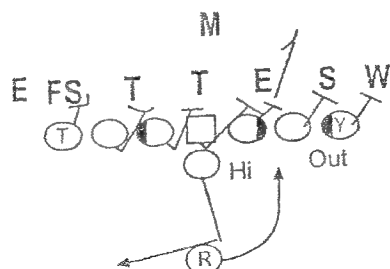
44 STG SAM SW



R-34

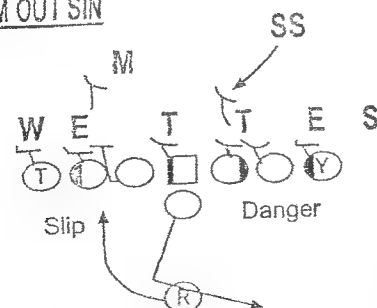
43 CUB WK

Alert Audible OUT



R-34

OV STK SAM OUT SIN

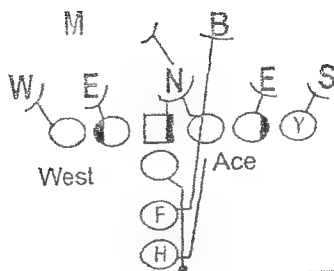


R-35

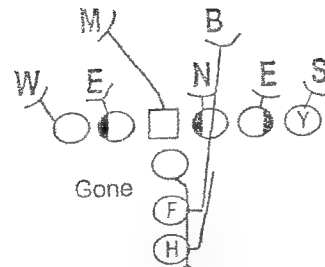


# H 42-43 LEAD

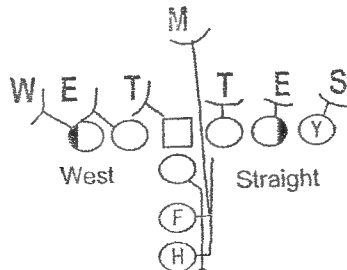
34 Under



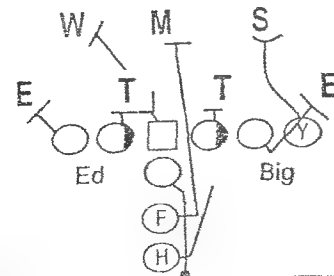
34/44



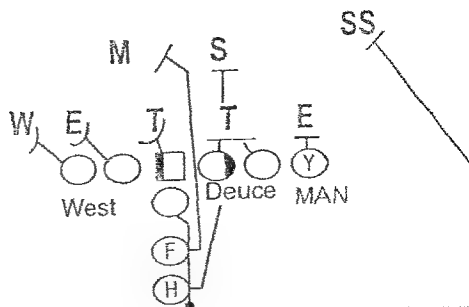
43



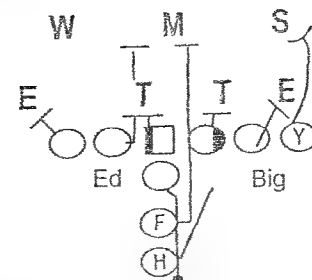
43 Stack



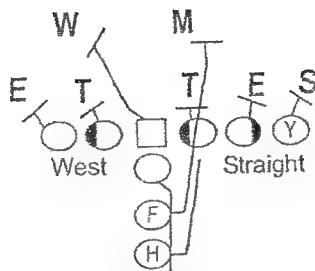
43 OV STK



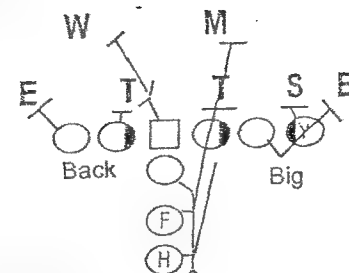
43 OV STK WIN



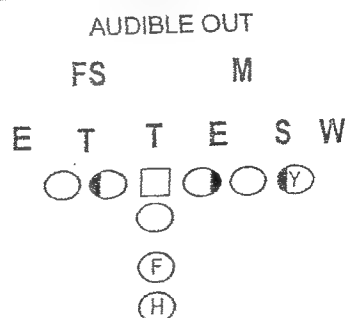
44 STG



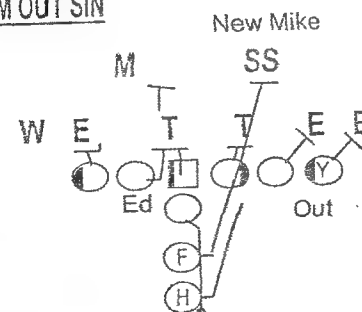
44 STG SAM SW



43 CUB WK



OV STK SAM OUT SIN



2003 TEXANS OFFENSE

Offense 27

## COMING OUT Offense

### RUNS

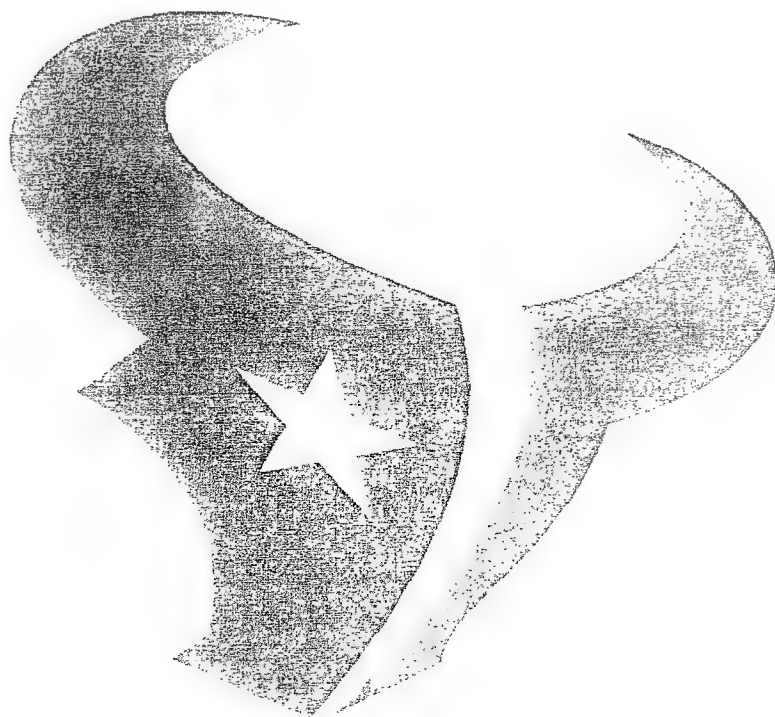
QB Sneak- (A) 0/1 On / (R) 0/1 Weak (Z-Half Fly)  
Ride 10/11- (A) 0/1 On ...  
Ride 34/35 Zone- (A) 0/1 On

### PASSES

80/81 Semi Go- (A) 0/1 On  
90/91 Hitch / Now / Go / Slant- (A) 0/1 On



# Houston Texans



## Pass Game





**THE MIRRORS PACKAGE**  
THESE PLAYS WILL BE RUN FROM MULTIPLE FORMATIONS.  
PROTECTIONS 82/83 AND 80/81

**RULES**

Call Protection and then Call Route.

**PLAY CALL MECHANICS**

1. Call the Outside Receivers Route which can a **CB, SEMI, SEMI GO, FLAG** or **CURL**. The Two Outside Receivers will run the called route.
2. The free release Inside Receiver will run a **Middle Read**.
3. The Protection Receivers will protect first then run a **SLOW FLAT, DIAGONAL, WIDE**, or an **M** (Opposite the Zone where the Outside Receiver runs.)

**VARIATIONS:**

Backs Cross

When the backs individually or together are called into a different route, they will protect first and then execute the called adjustment.

**Example:** 82 Comeback Backs Cross.

**PLAYS 82/83 PROTECTION**

6/7 82/83 Curl (Semi)  
6/7 82/83 Comeback  
6/7 82/83 Semi  
6/7 82/83 Semi Go

**PLAYS 80/81 PROTECTION**

0/1 Wider or 0/1 Slot Wide 80/81 Curl (Semi)  
0/1 Wider or 0/1 Slot Wide 80/81 Comeback  
0/1 Wider or 0/1 Slot Wide 80/81 Semi Go  
0/1 Wider or 0/1 Slot Wide 80/81 Semi

**HOT/SIGHT ADJUSTMENTS**

FS + 1 Weak = Sight Adjustment  
82/83 SS + 1 Strong = Hot (\*Can have exceptions\*)  
80/81 SS = Sight Adjustment  
82/83 CUB = 2 Off the TE = Hot  
80/81 CUB = 2 Off the TE = Sight Adjustment

**NOTE:** QB reads are all match up, Receivers will adjust according to cover.

**SEMI CURLS** = No Conversions

**CURLS** = Qs vs. 2 Cover/2 Man

**SEMIS** = Go vs. 2 Cover, Press and 2 Man

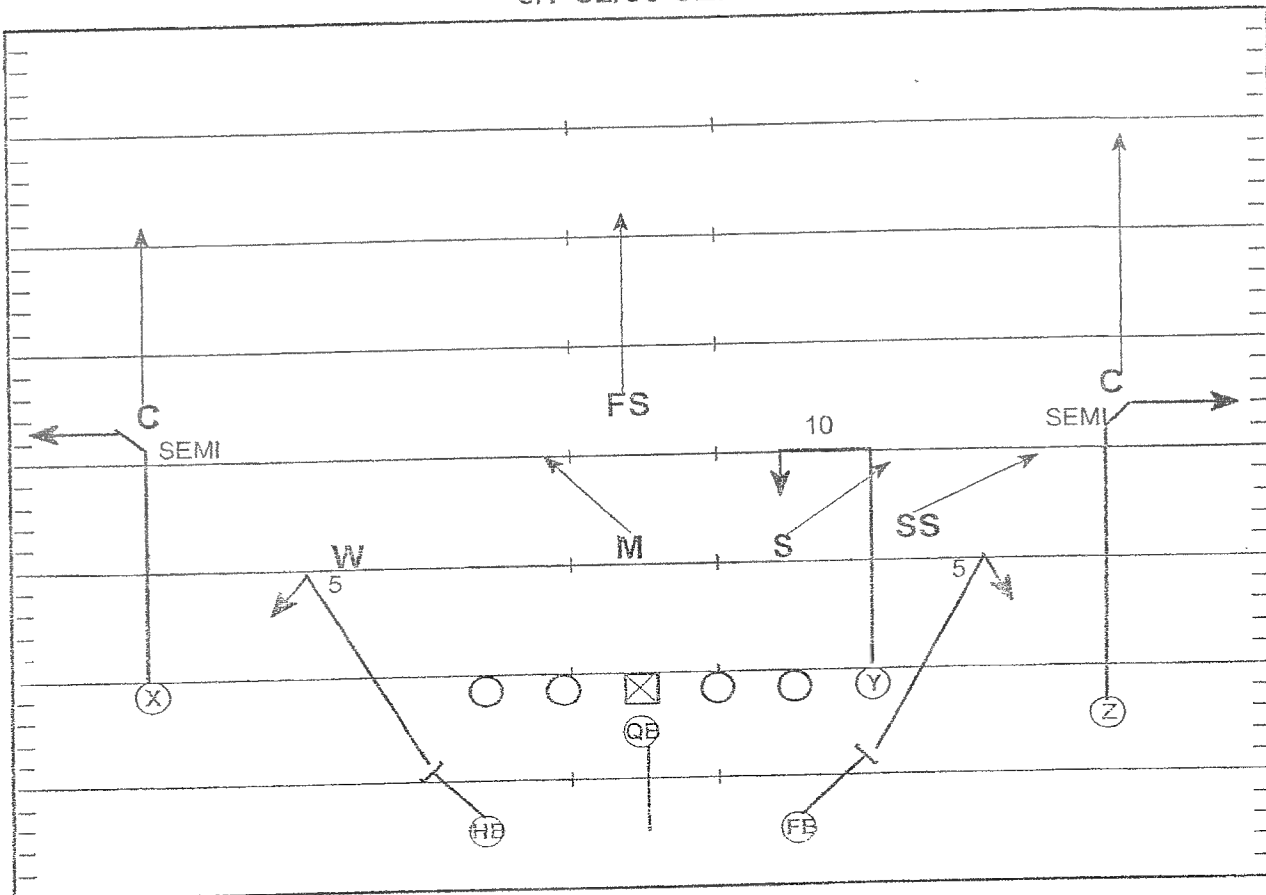
**SEMI GO** = Go vs. 2 Cover and Fade vs. Press and 2 Man

**COME BACK** = Go vs. Cover 2 and 2 Man

**FLAG** = Q vs. 2 Cover and 2 Man

**MIDDLE READ:** No one in the middle, take the middle. Someone in the middle, hook up in-between the LB's vs. Man, break it off and stay on the move.

## 6/7 82/83 SEMI



QB: 5 Step Drop – Match up Read – WR to Slow Flat to Y  
Vs. Cov. 2 – Read 3 on 2 Ball

X: Minimal Split – Execute a Semi

Z: Minimal Split – Execute a Semi

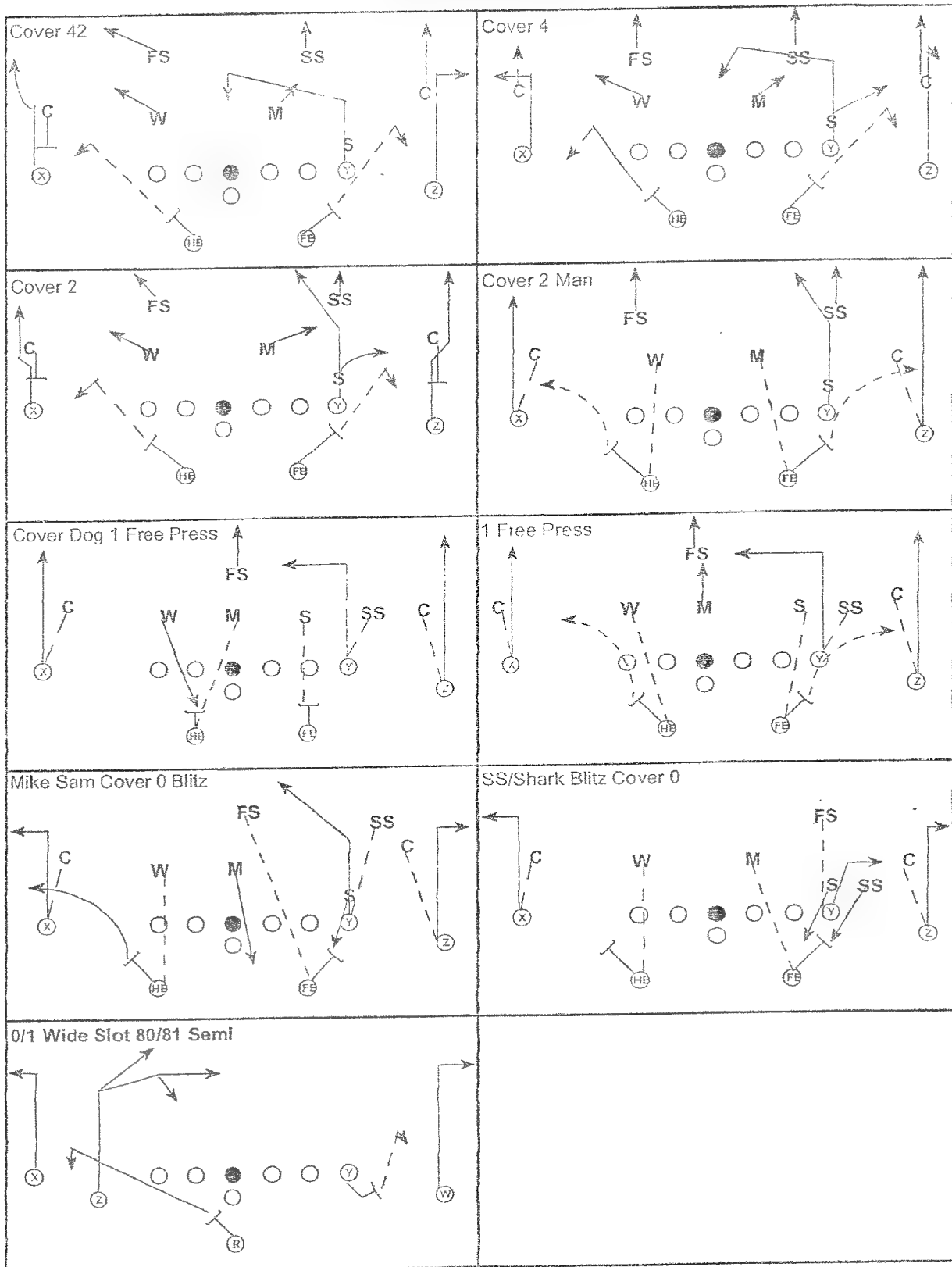
Y: Execute a Middle Read

H: Block Protection Rule – N/T Execute a Slow Flat

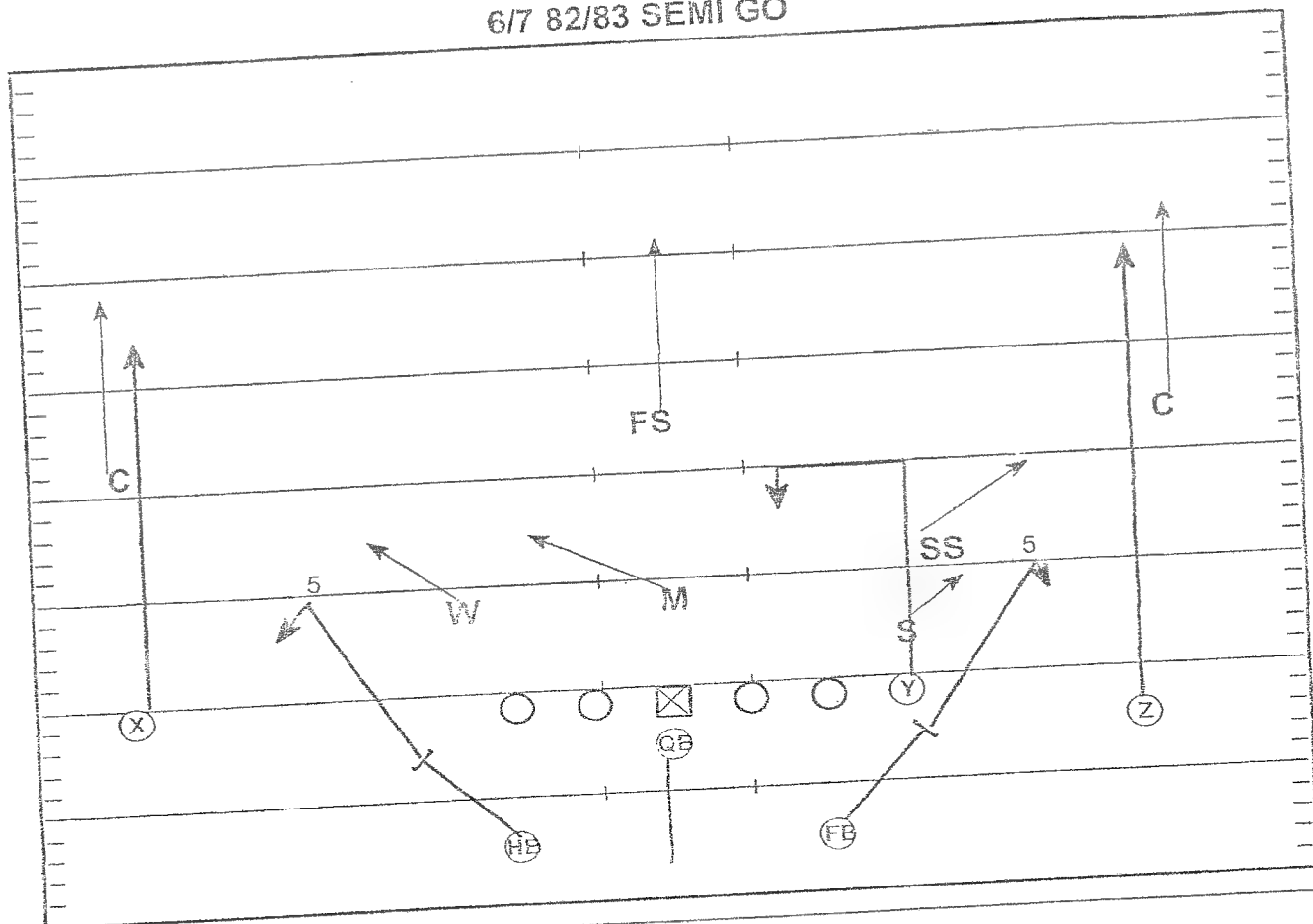
F: Block Protection - N/T Execute a Slow Flat

FORMATIONS: 0/1 Weak, 0/1 Strong F Fly

# 6/7 82/83 SEMI



# 6/7 82/83 SEMI GO



QB: 5 Step Drop – Match up Read – WR to Slow Flat to Y  
Vs. Cov. 2 – Read 3 on 2 Ball

X: Minimal Split – Execute a Go Route

Z: Minimal Split – Execute a Go Route

Y: Execute a Middle Read

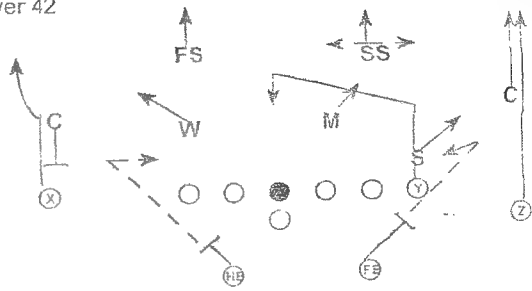
H: Block Protection Rule – N/T Execute a Slow Flat

F: Block Protection – N/T Execute a Slow Flat

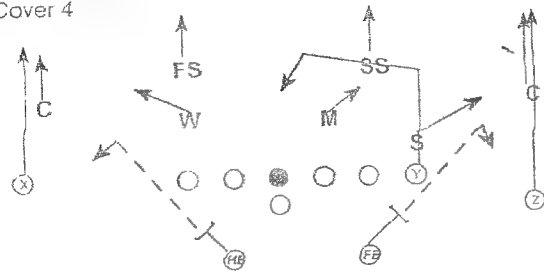
FORMATIONS: 0/1 Weak, 0/1 Strong F Fly

# 6/7 82/83 SEMI GO

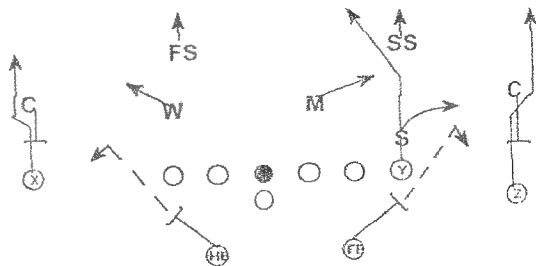
Cover 42



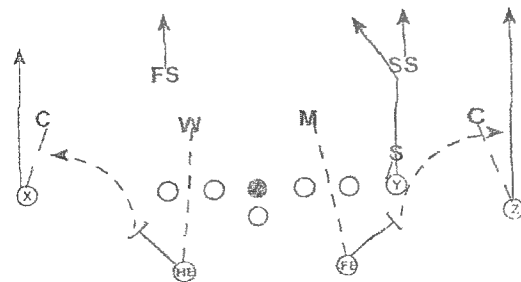
Cover 4



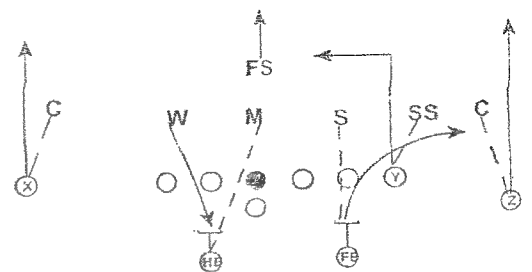
Cover 2



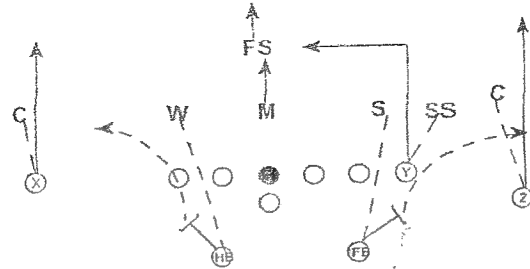
Cover 2 Man



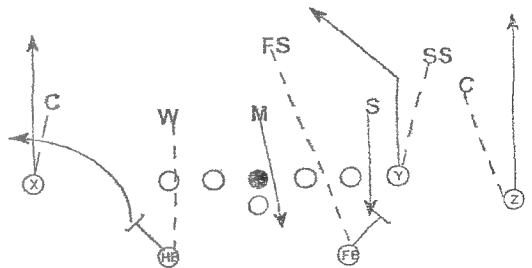
Cover Dog 1 Free Press



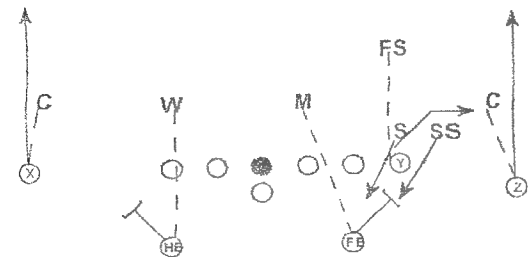
1 Free Press



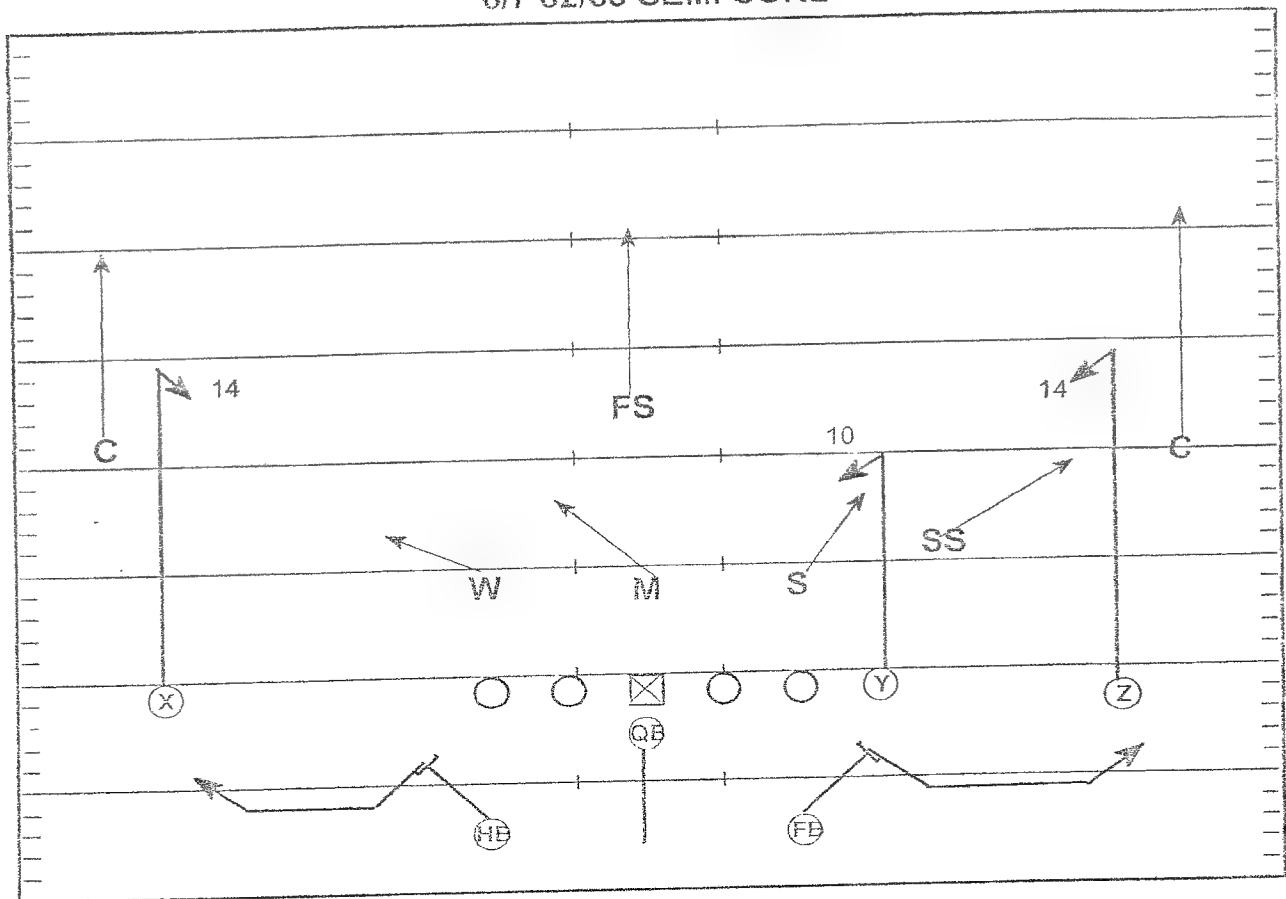
Mike Sam Cover 0 Blitz



SS/Shark Blitz Cover 0



# 6/7 82/83 SEMI CURL



QB: Directional Read – 5 Step Drop

X: Minimal Split – Execute a Semi Curl

Z: Minimal Split – Execute a Semi Curl

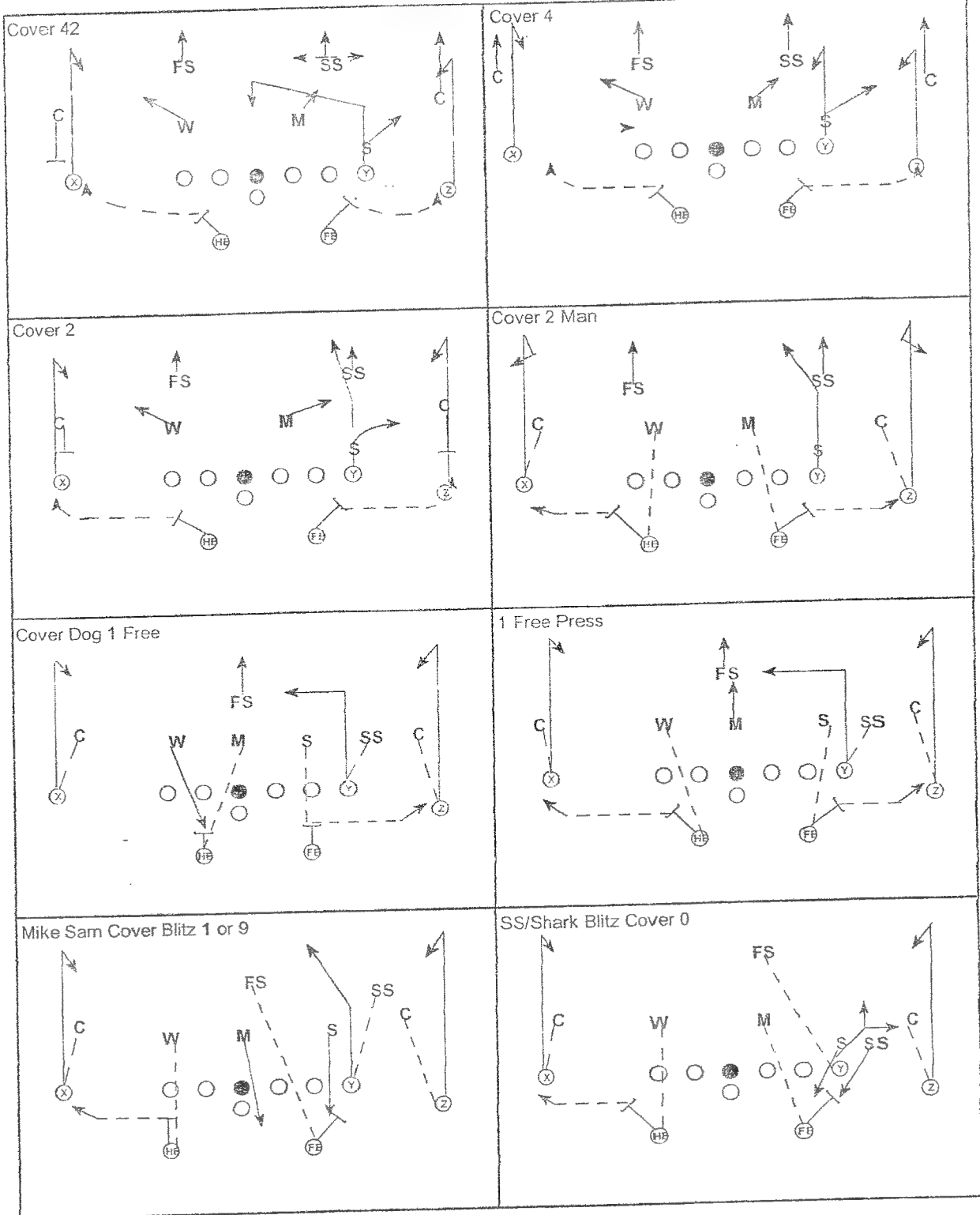
Y: Execute a Middle Read

H: Block Protection Rule – N/T Execute a Wide

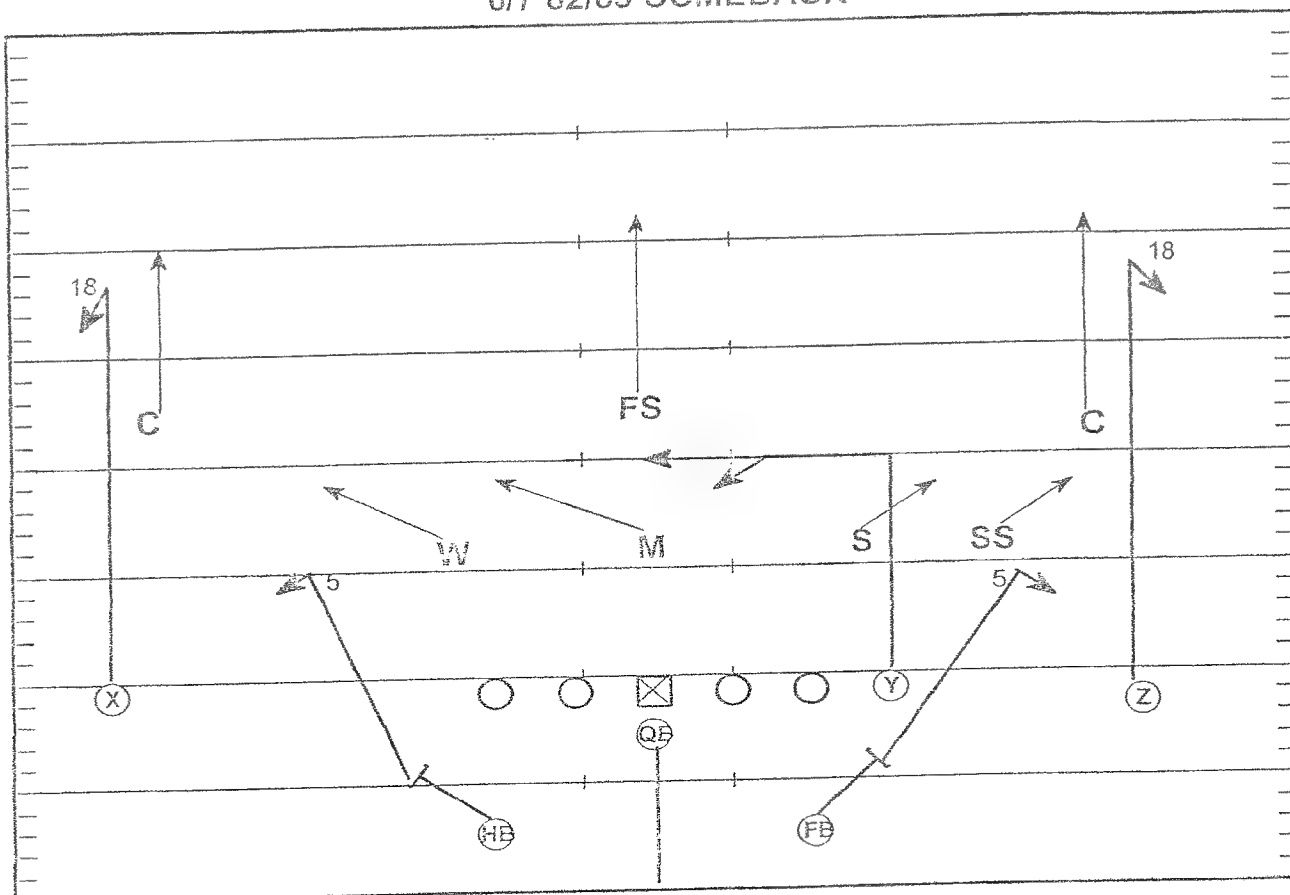
F: Block Protection – N/T Execute a Wide

FORMATIONS: 0/1 Weak, 0/1 Strong F Fly

# 6/7 82/83 SEMI CURL



# 6/7 82/83 COMEBACK



QB: 7-Step Drop – Match Up Read – WR to Slow Flat to Y  
Vs. Cover 2 – Read 3 on 2

X: Maximum Split – Execute an 18 Yard Comeback  
Normal Conversions

Z: Maximum Split – Execute an 18 Yard Comeback  
Normal Conversions

Y: Execute a Middle Read

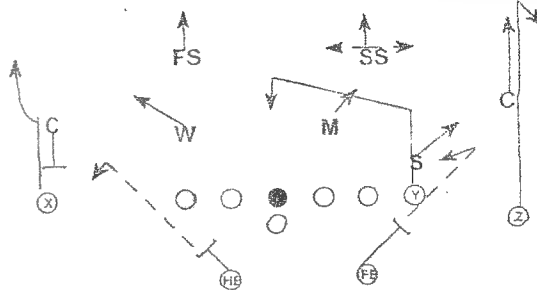
H: Block Protection Rule – N/T Execute a Slow Flat

F: Block Protection – N/T Execute a Slow Flat

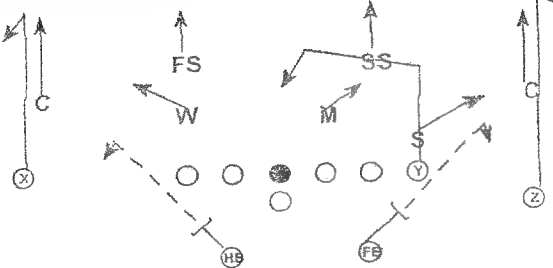
FORMATIONS: 0/1 Weak, 0/1 Strong F Fly



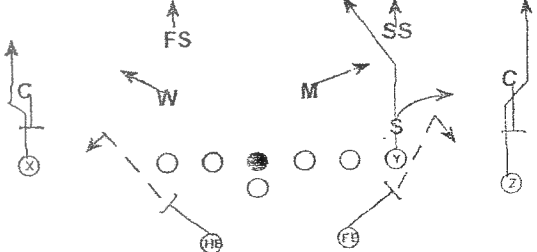
6/7 82/83 COMEBACK



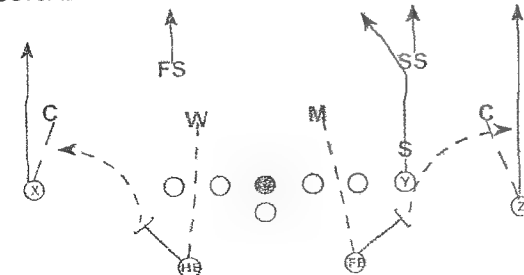
Cover 4



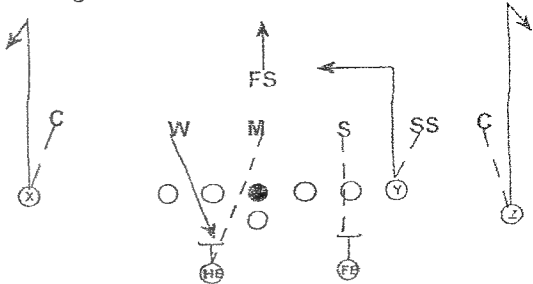
Cover 2



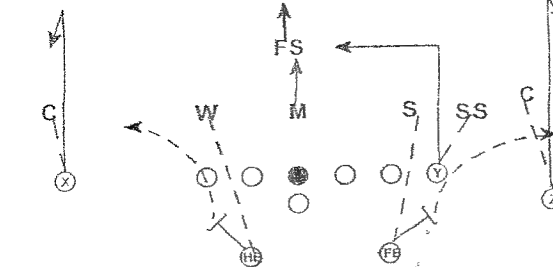
Cover 2 Man	
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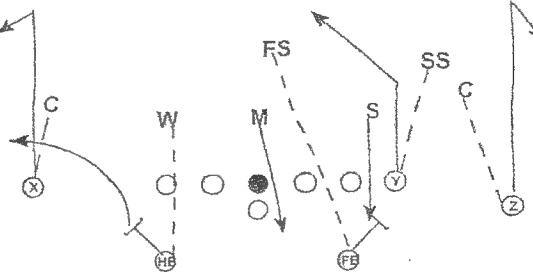
Cover Dog 1 Free Press



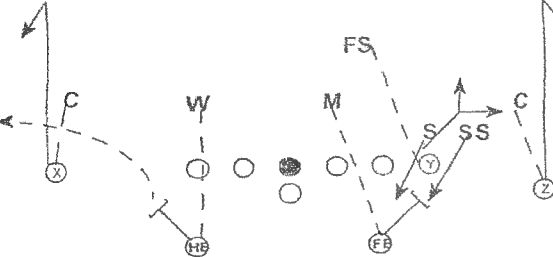
Cover 1 Free
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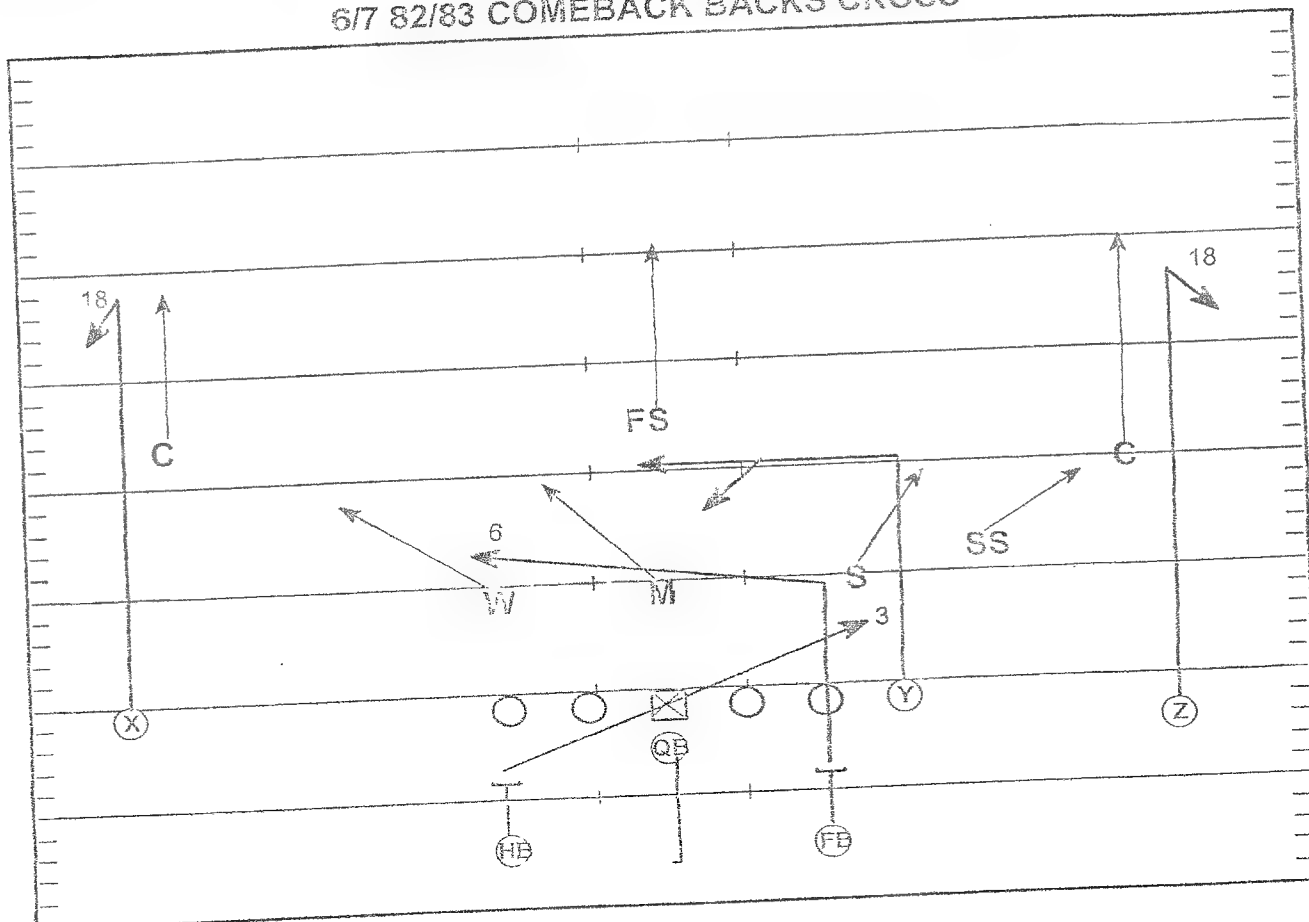
Mike Sam Cover 0 Blitz



SS/Shark Blitz Cover 0
------------------------



# 6/7 82/83 COMEBACK BACKS CROSS



QB: 7-Step Drop – Match Up Read – WR to Middle Read to Crosser  
Vs. Cover 2 – Read 3 on 2

X: Maximum Split – Execute an 18 Yard Comeback  
Normal Conversions

Z: Maximum Split – Execute an 18 Yard Comeback  
Normal Conversions

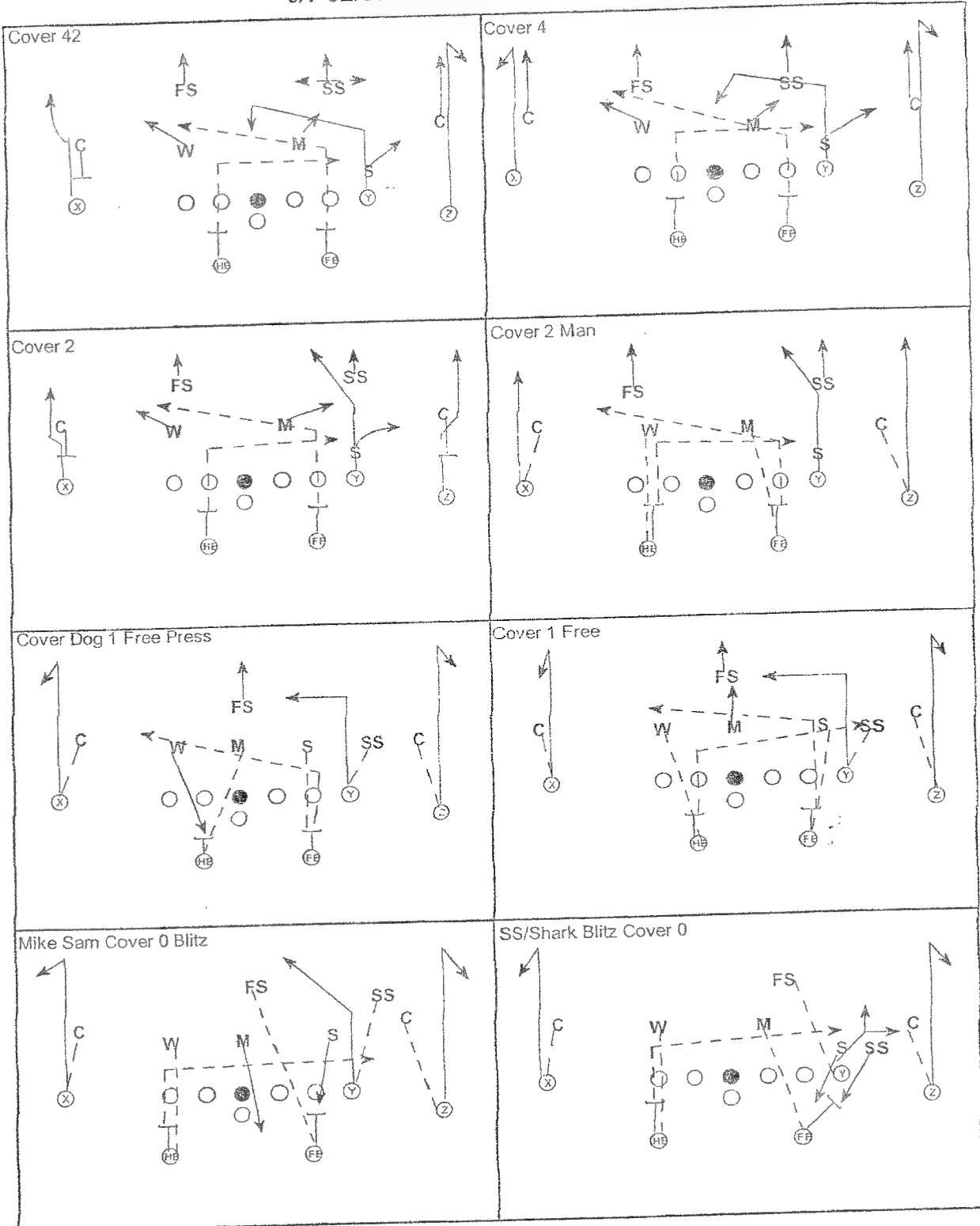
Y: Execute a Middle Read

F: Block Protection Rule – N/T Execute a 3 Yard Crossing Route,  
Gaining Depth to 6 Yards

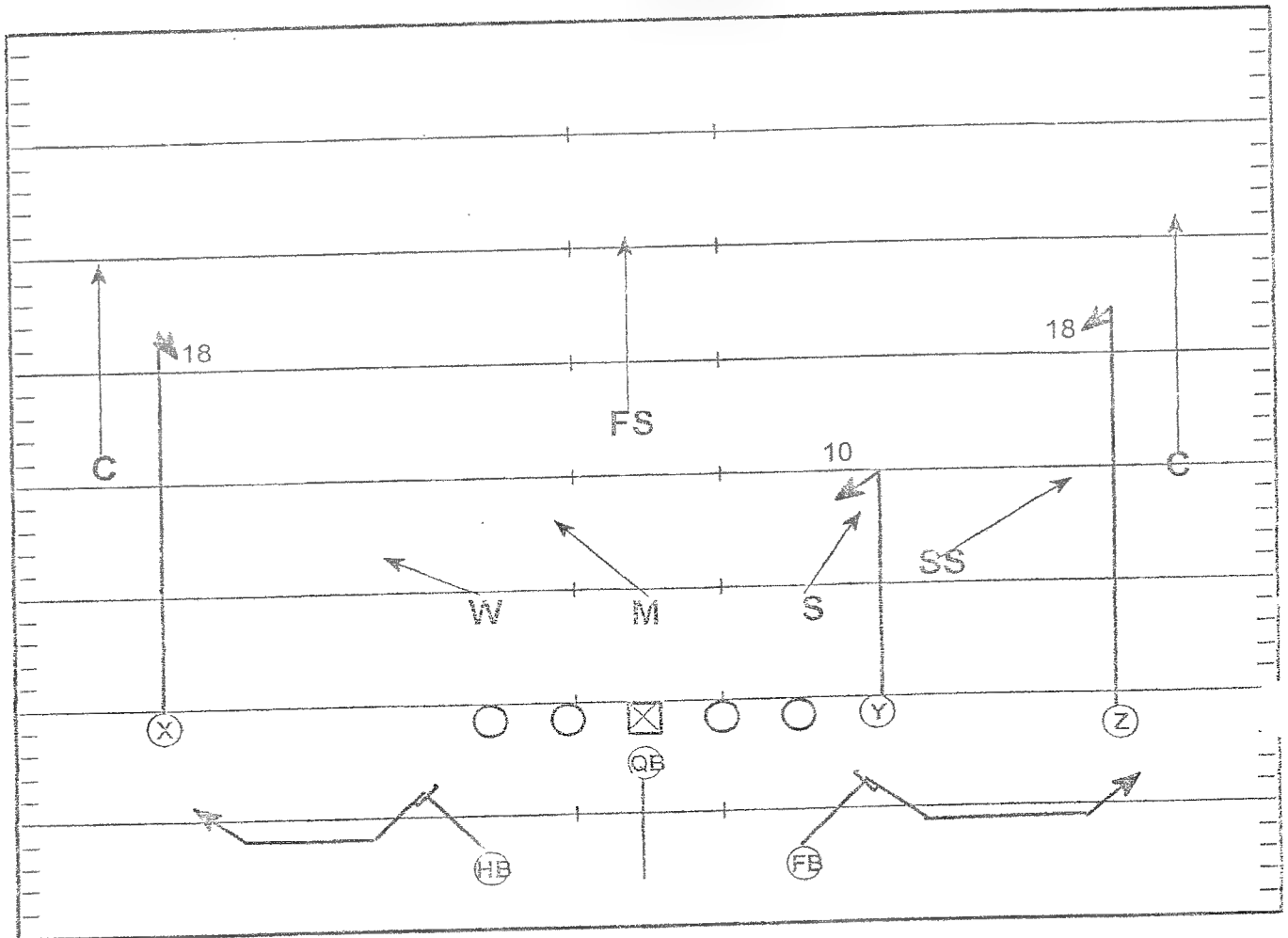
H: Block Protection – N/T Execute Crossing Route on LOS

FORMATIONS:

6/7 82/83 COMEBACK BACKS CROSS



# 6/7 82/83 CURL



QB: Directional Read – 7 Step Drop

X: Maximum Split – Execute a Curl; Q Conversion vs. Cover 2/2 Man

Z: Maximum Split – Execute a Curl; Q Conversion vs. Cover 2/2 Man

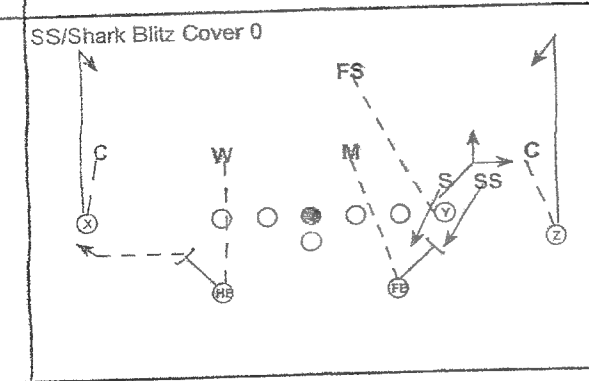
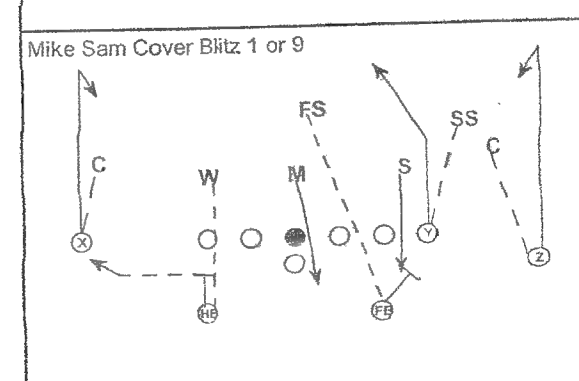
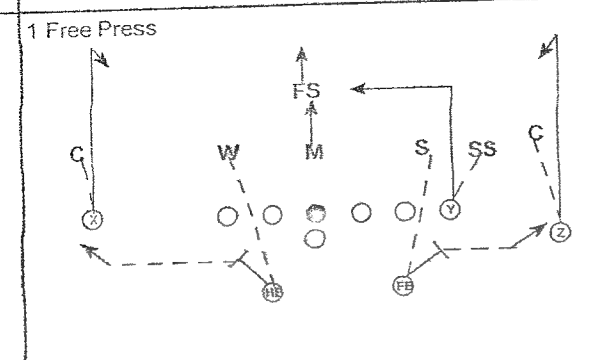
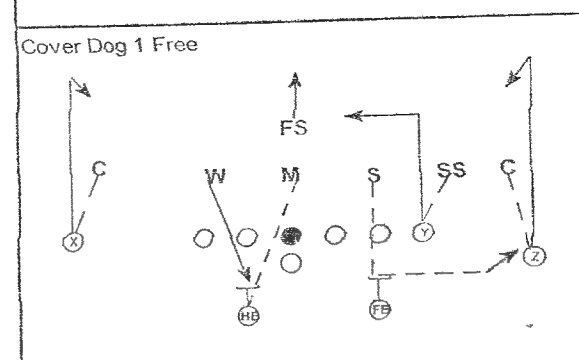
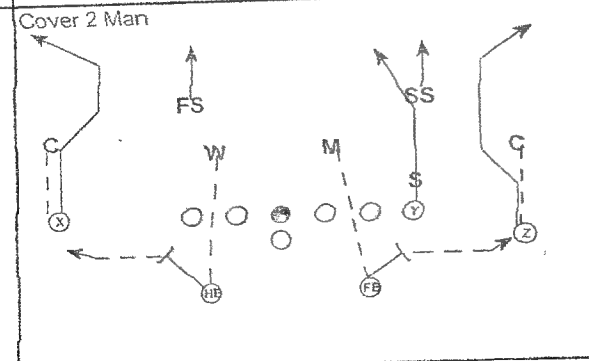
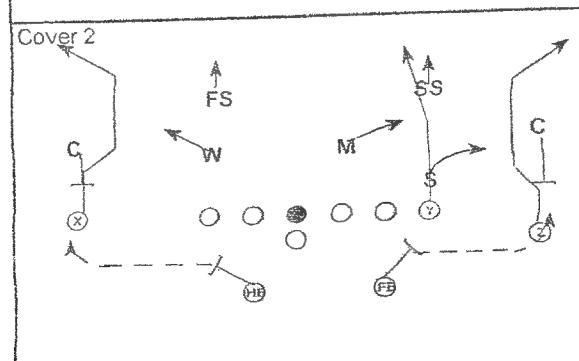
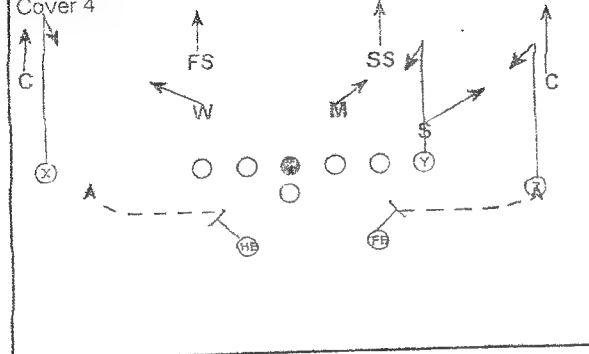
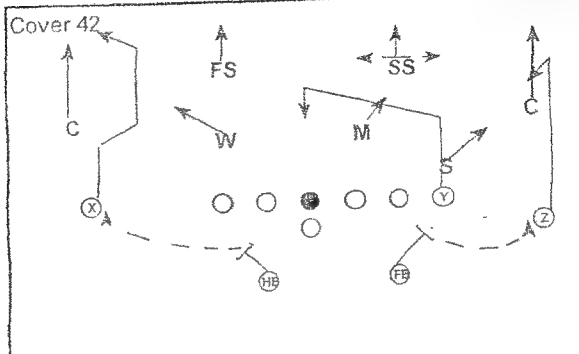
Y: Execute a Middle Read

H: Block Protection Rule – N/T Execute a Wide

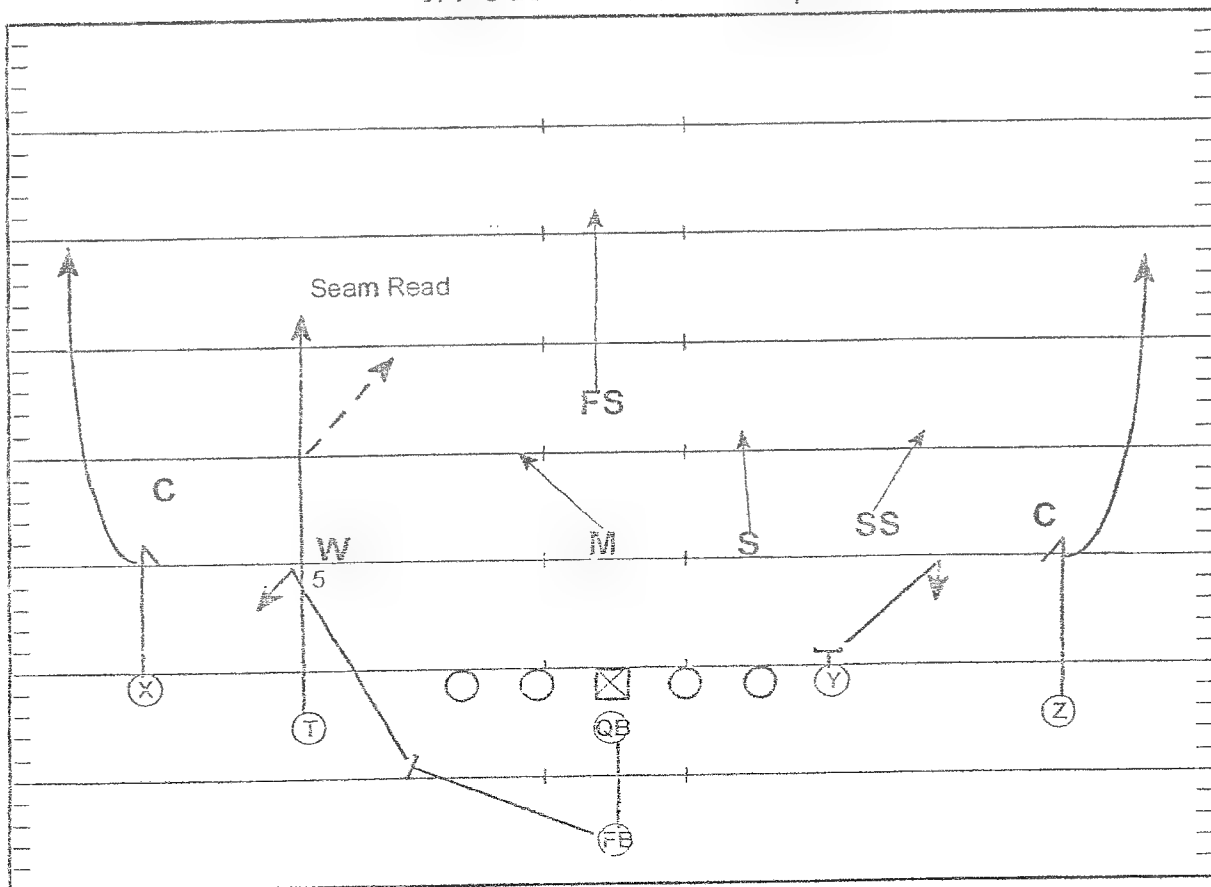
F: Block Protection – N/T Execute a Wide

FORMATIONS: 0/1 Weak, 0/1 Strong F Fly

# 6/7 82/83 CURL



80/81 Pump Htc



## THE QUICK GAME PACKAGE

These plays will be run from multiple formations.

Protections — 90/91, 92/93, 94/95, 76/77 Firm. 62/63 Firm.

### RULES

Call protection (the play is built into the protection call, if not, it will follow the protection call.)

### PLAY CALL MECHANICS

1. Call 90/91 in 1 Back formation and 92/93 in a 2 Back formation.
2. Call 90/91 Hitch, in 1 Back formation and 92/93 hitch in a 2 Back formation. The outside Receivers will run a Hitch. The inside Free Release Receiver will run a quick Seam Read.
3. Call 94/95 in a 2 Back formation, the outside Receivers will run Slants and the Free Release Inside Receivers will run the arrows. The protection Receivers will protect first then run a check down or an arrow.
4. 90/91 Now in 1 Back formation and 92/93 hitch in a 2 Back formation. The outside Receivers will run a 1 step Now and expect the ball right now. The QB will take a 1 step drop and the OL knows that they must be firm up front. The inside Receiver runs the same as 90/91 Hitch.
5. Call 76/77 or 62/63 Firm Slant which will be like 94/95 but the protection will be a 6 man firm protection. The outside Receivers will run 3 Step Slants and the Free Release inside Receivers will run the arrows with the protection Back running a check down between the two ILB's.

### 2 BACK PLAYS

6/7 92/93  
6/7 92/93 Hitch/Now/Qk Out  
6/7 92/93 Slant Y Return

### 1 BACK PLAYS

0/1 Wider or 0/1 Wide Slot 90/91  
0/1 Wider or 0/1 Wide Slot 90/91 Hitch/Now  
2/3 Wider or 0/1 Wide Slot 62/63 or 76/77  
Firm Diagonal/All Slant

### HOT RULES

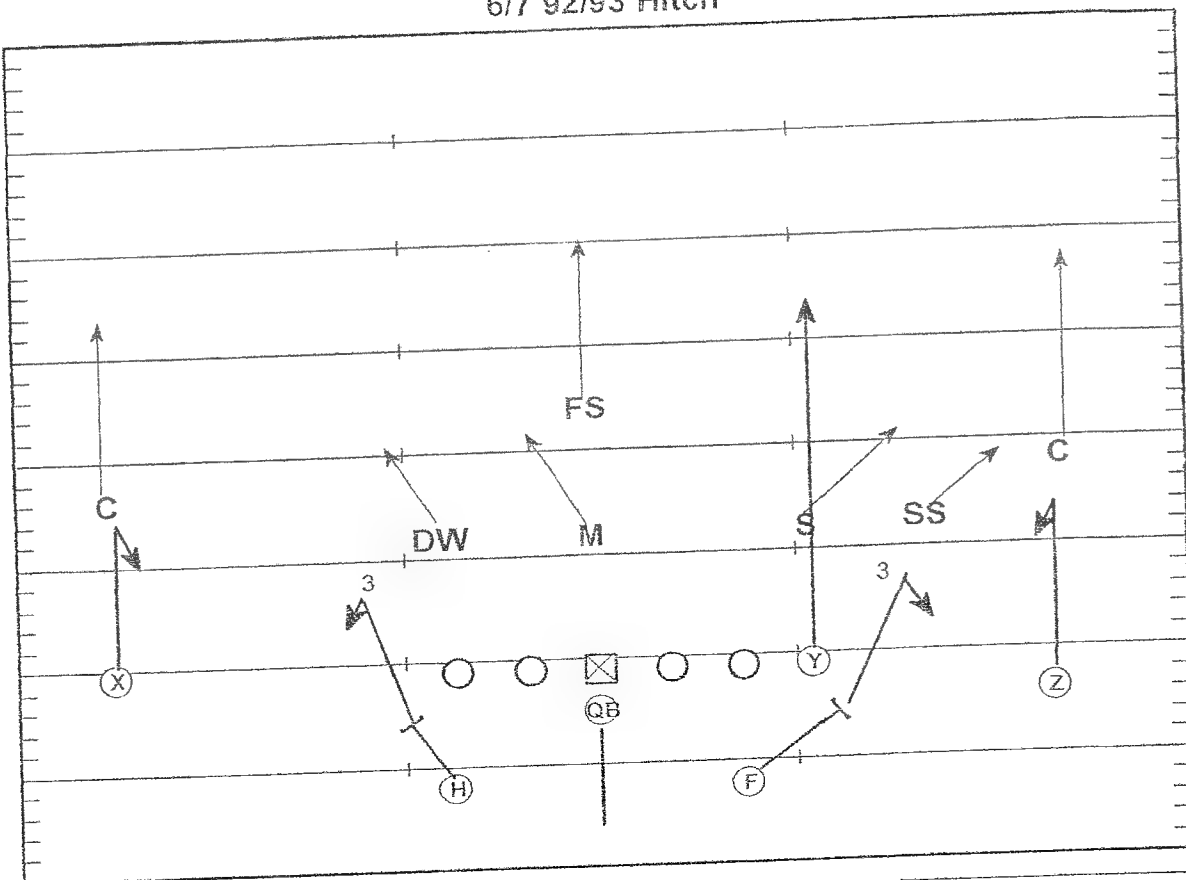
Not Hot

NOTE:

QB reads are all directional reads  
Receivers will adjust according to cover  
Hitch = Fade vs. 2/2 Man/Press

Slant = No Adjustment  
Arrow = No Adjustment  
Now = Defender within  
3 Yards run Go

# 6/7 92/93 Hitch



QB: 3 Step Drop – Directional Read – Throw Away from Drop Safety. Read Outside In vs. Man – Go to Softest Corner (CP No Sight Adjust with 90's)  
Vs. Cover 2 – Read 3 on 2 Ball

X: Maximum Split – Execute a 6 yard Hitch. Do not come back to Ball. Go vs. 2, 2 Man, Press.

Z: Maximum Split – Execute a 6 yard Hitch. Do not come back to ball. Go vs. 2, 2 Man, Press.

Y: Best Release. Run Quick Seam Read

H: Block Protection Rule – N/T Execute Quick Slow Flat.

F: Block Protection Rule – N/T Execute Quick Slow Flat.

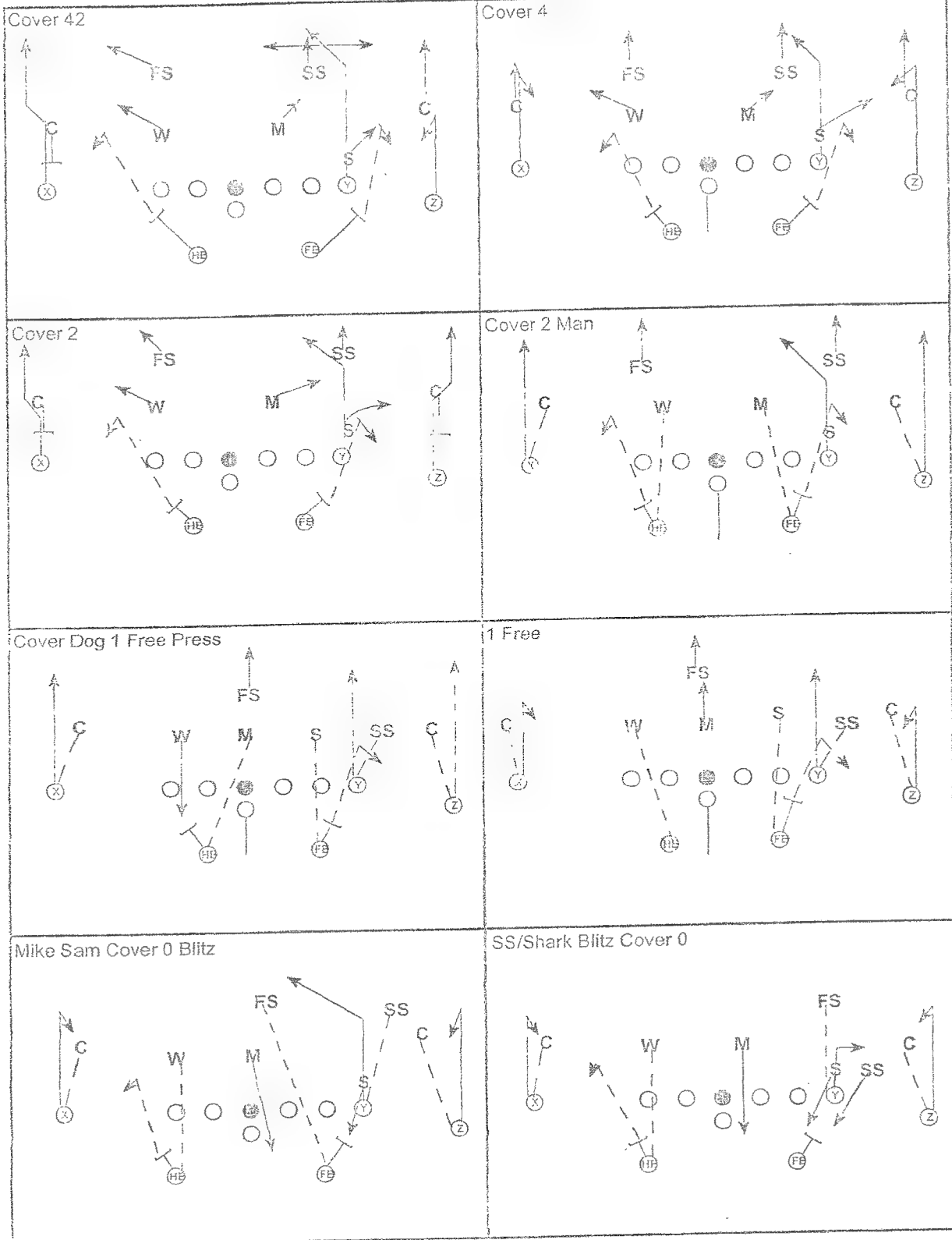
FORMATIONS: 0/1 Weak, 0/1 Strong

CP – When QB is in Gun, All Quick Route Depths are 2 yds. Deeper

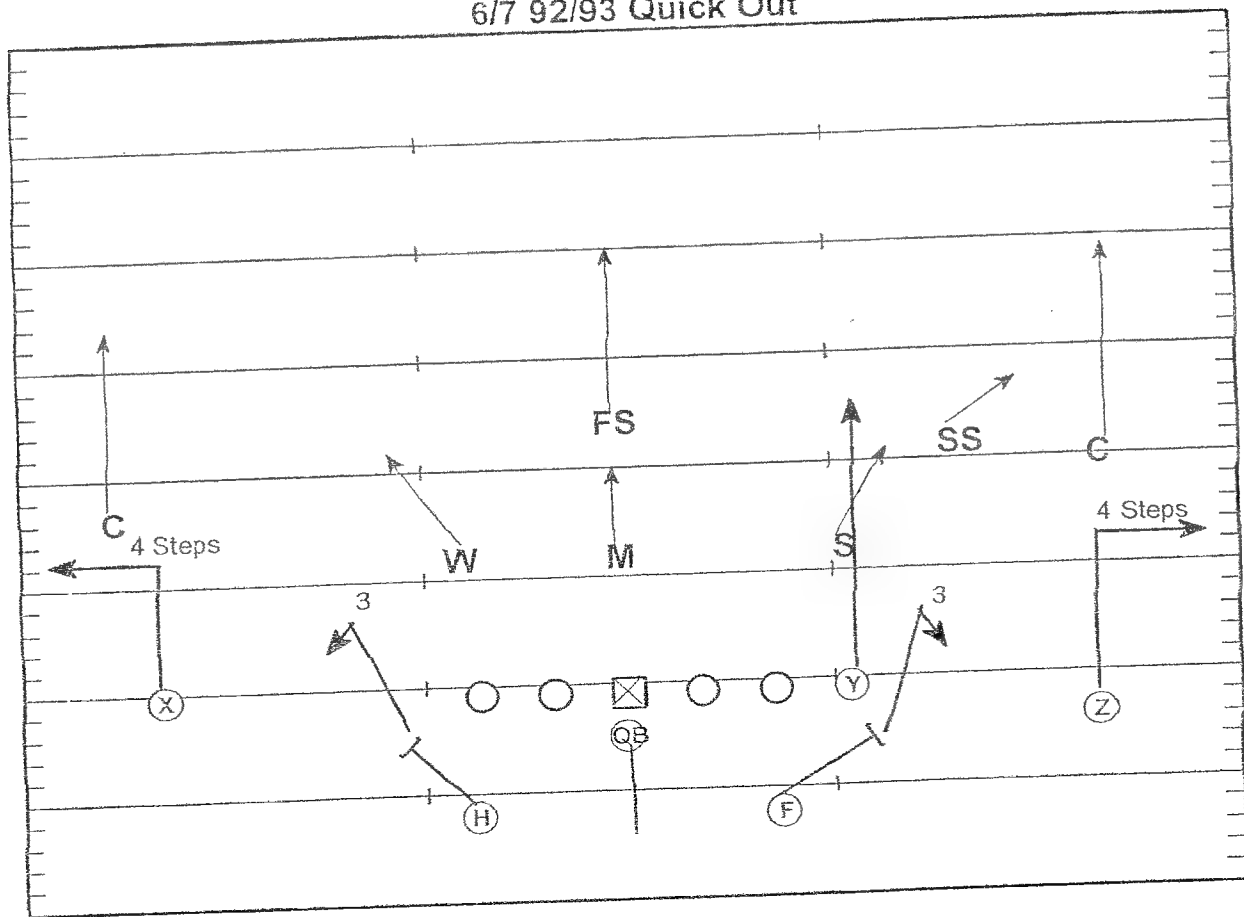




# 6/7 92/93 Hitch



# 6/7 92/93 Quick Out



QB: 3 Step Drop – Directional Read – Throw Away from Drop Safety. Read Outside In vs. Man – Go to Softest Corner (CP No Sight Adjust with 90's)  
Vs. Cover 2 – Read 3 on 2 Ball

X: Minimum Split – Execute a Quick Out. Go Vs. Cover 2, 2 Man, Press

Z: Minimum Split – Execute a Quick Out. Go Vs. Cover 2, 2 Man, Press

Y: Best Release. Look for Ball Quickly. N/T Execute Quick Seam Read.

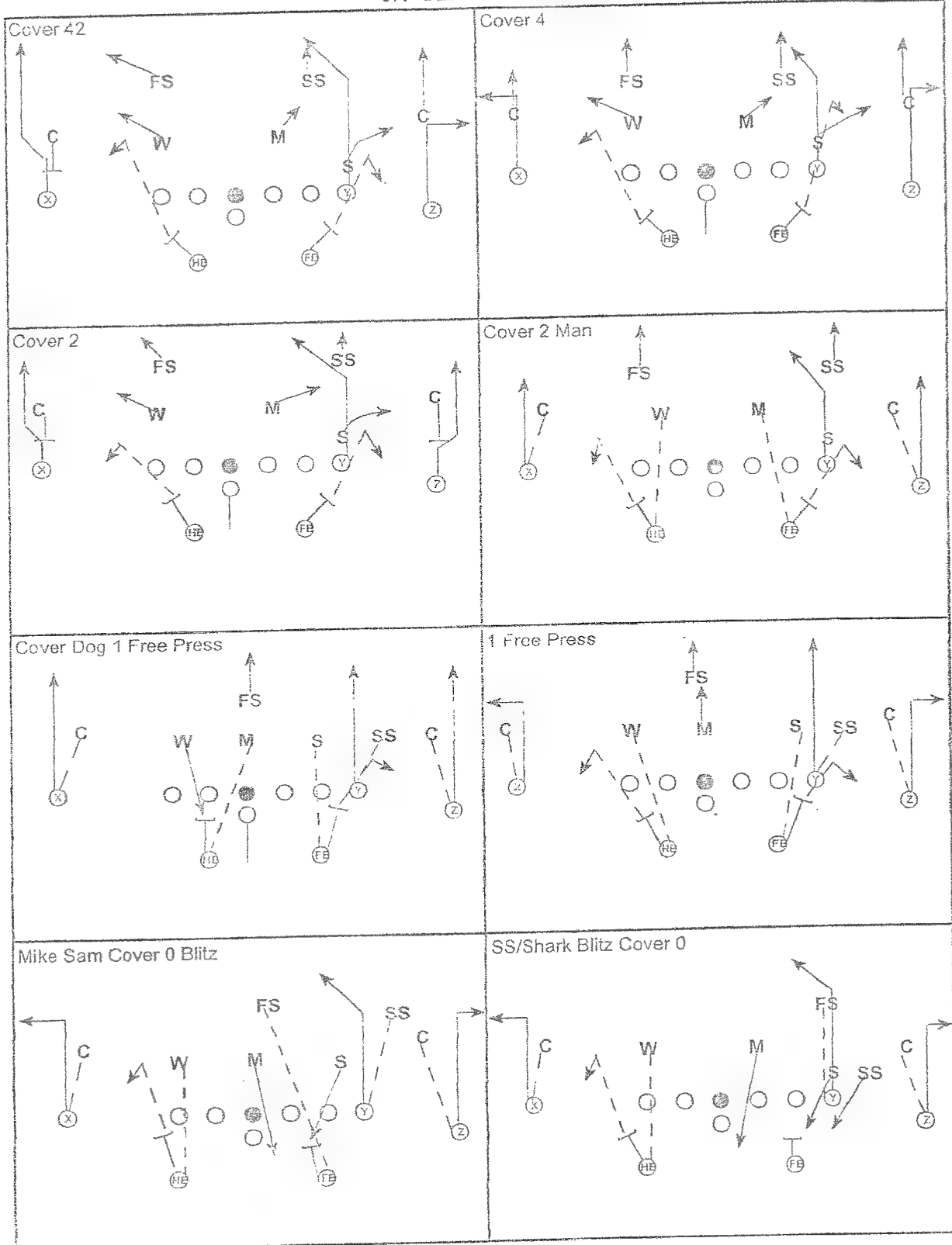
H: Block Protection Rule – N/T Execute Quick Slow Flat.

F: Block Protection Rule – N/T Execute Quick Slow Flat.

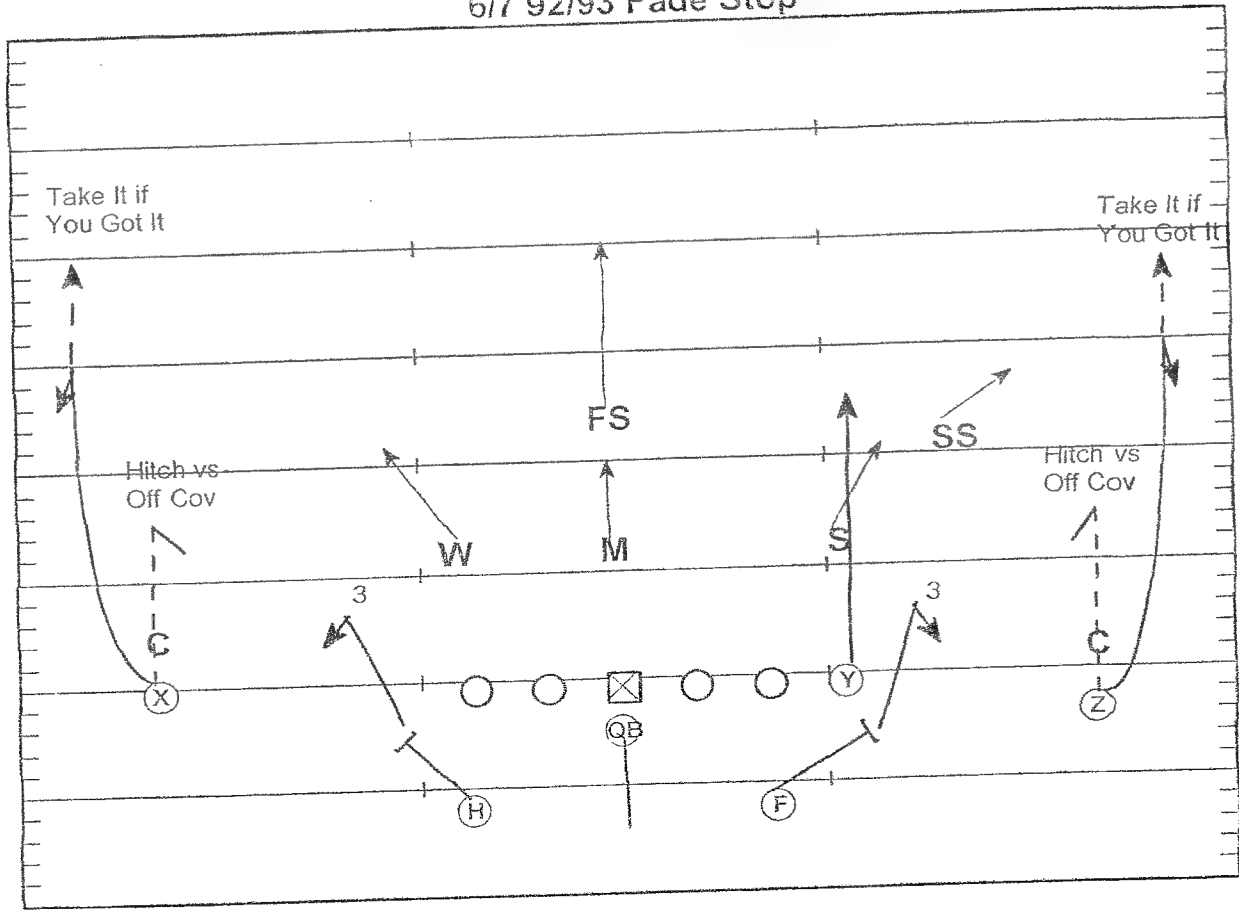
FORMATIONS: 0/1, 2/3, 0/1 Wide Slot, 0/1 Up, 0/1 Wider



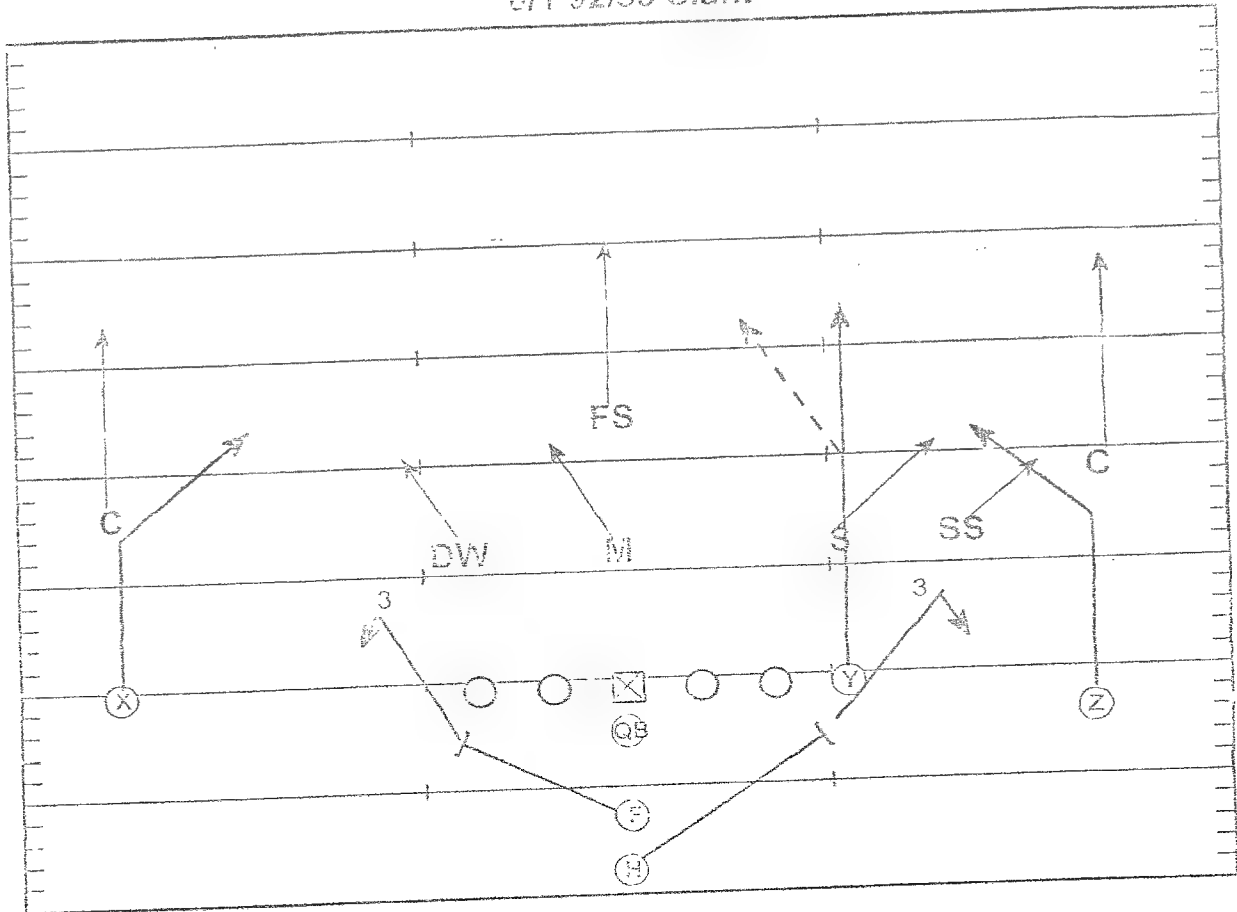
# 6/7 92/93 Quick Out



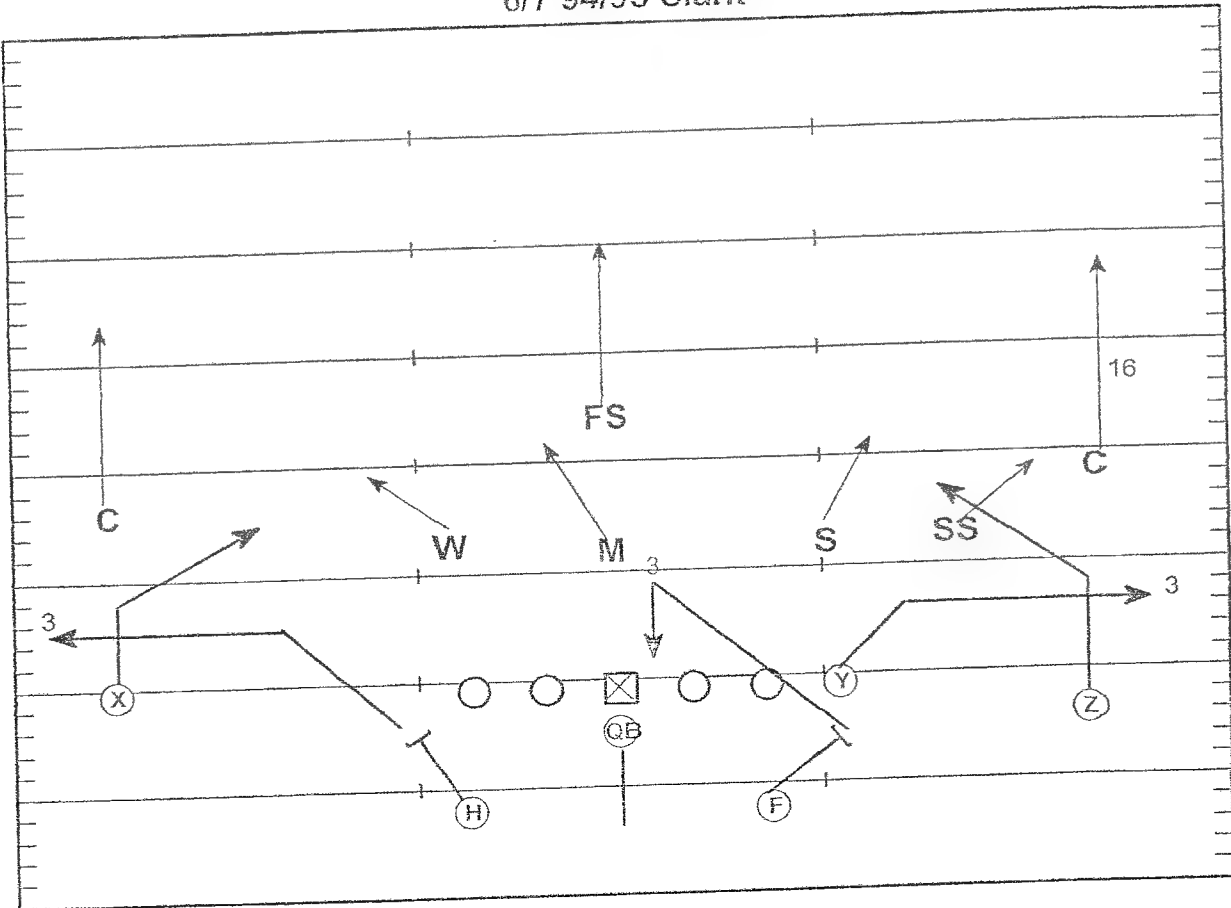
# 6/7 92/93 Fade Stop



0/1 92/93 Slant



6/7 94/95 Slant



QB: 3 Step Drop – Directional Read – Throw Away from Drop Safety. No Conversions vs. Cover 2

X: Maximum Split – Execute a Slant Route

Z: Maximum Split – Execute a Slant Route

Y: Execute an Arrow Route

H: Block Protection Rule – N/T Execute an Arrow Route

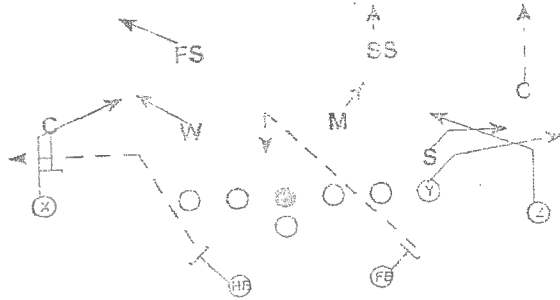
F: Block Protection Rule – N/T – Execute Check Down

FORMATIONS: 0/1 Weak

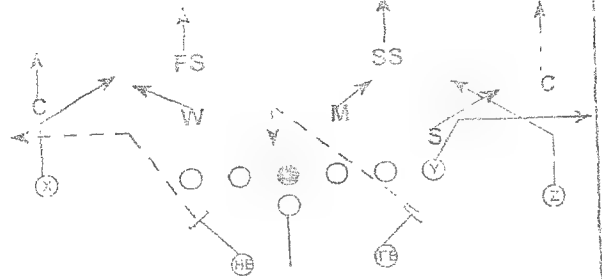


# 6/7 84/95 Slant

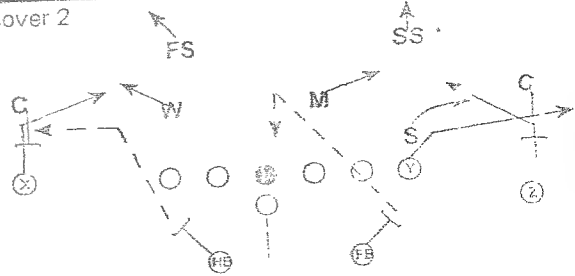
Cover 42



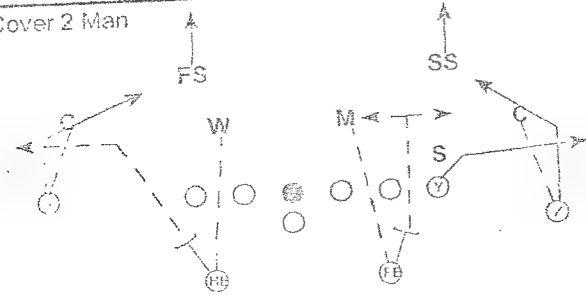
Cover 4



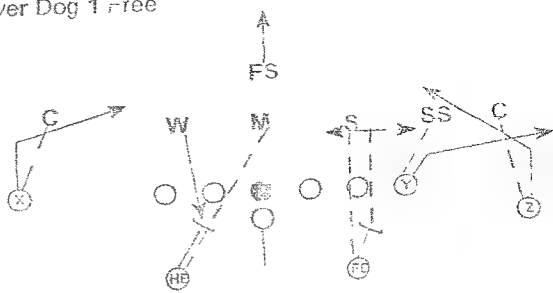
Cover 2



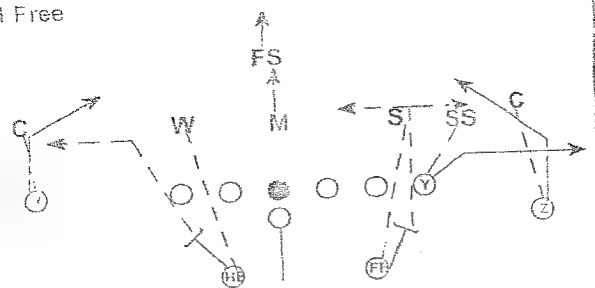
Cover 2 Man



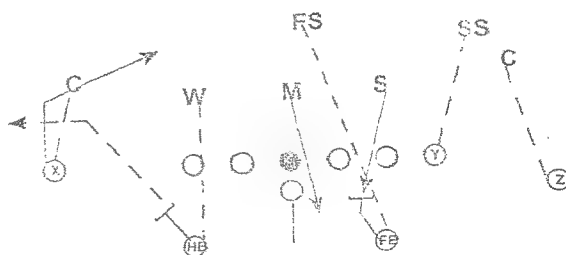
Cover Dog 1 Free



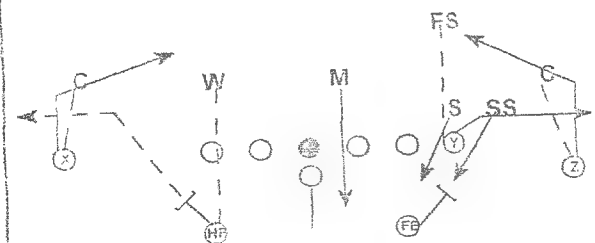
1 Free



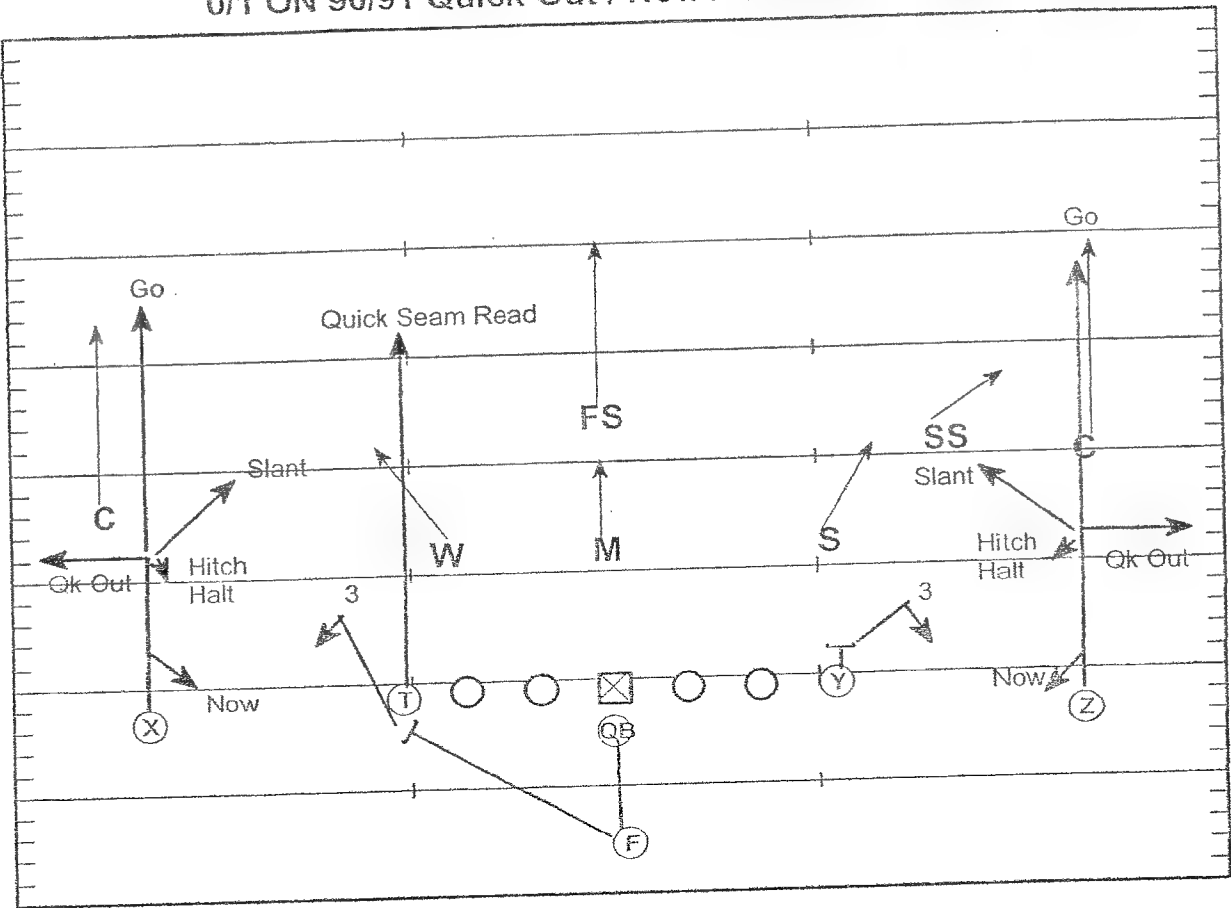
Mike Sam Cover 0 Blitz



SS/Shark Blitz Cover 0

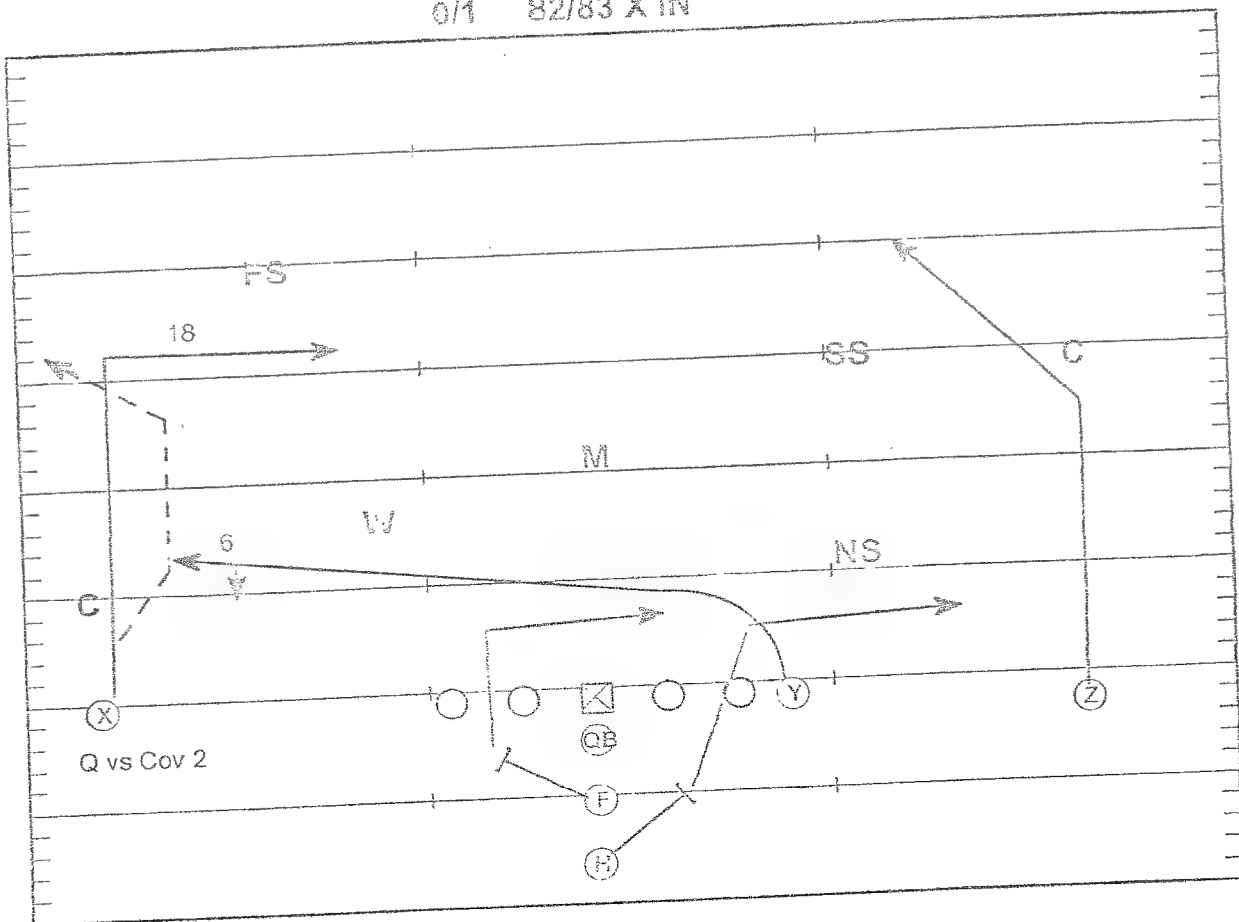


# 0/1 ON 90/91 Quick Out / Now / Go / Slant / Hitch / Halt

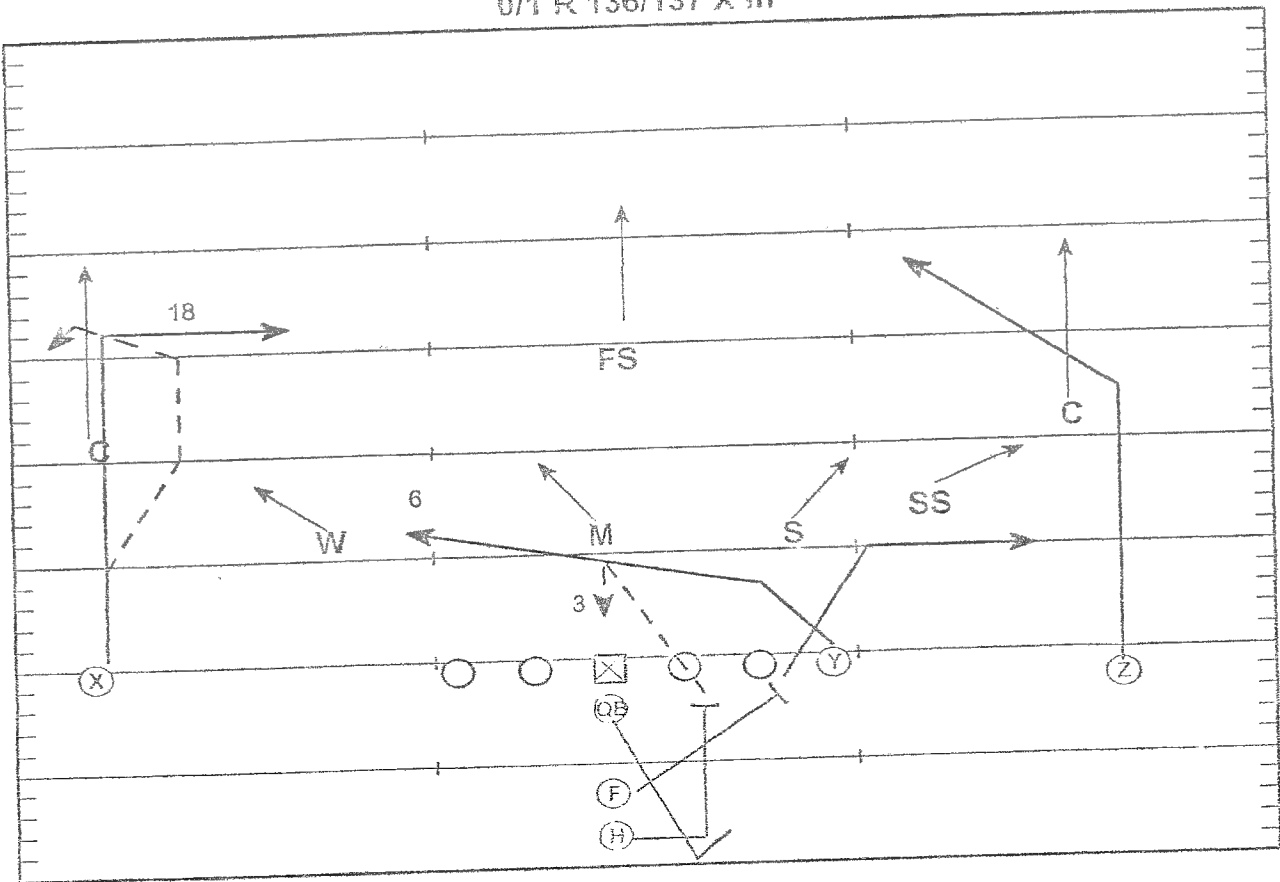




0/1 82/83 X IN



0/1 R 136/137 X In

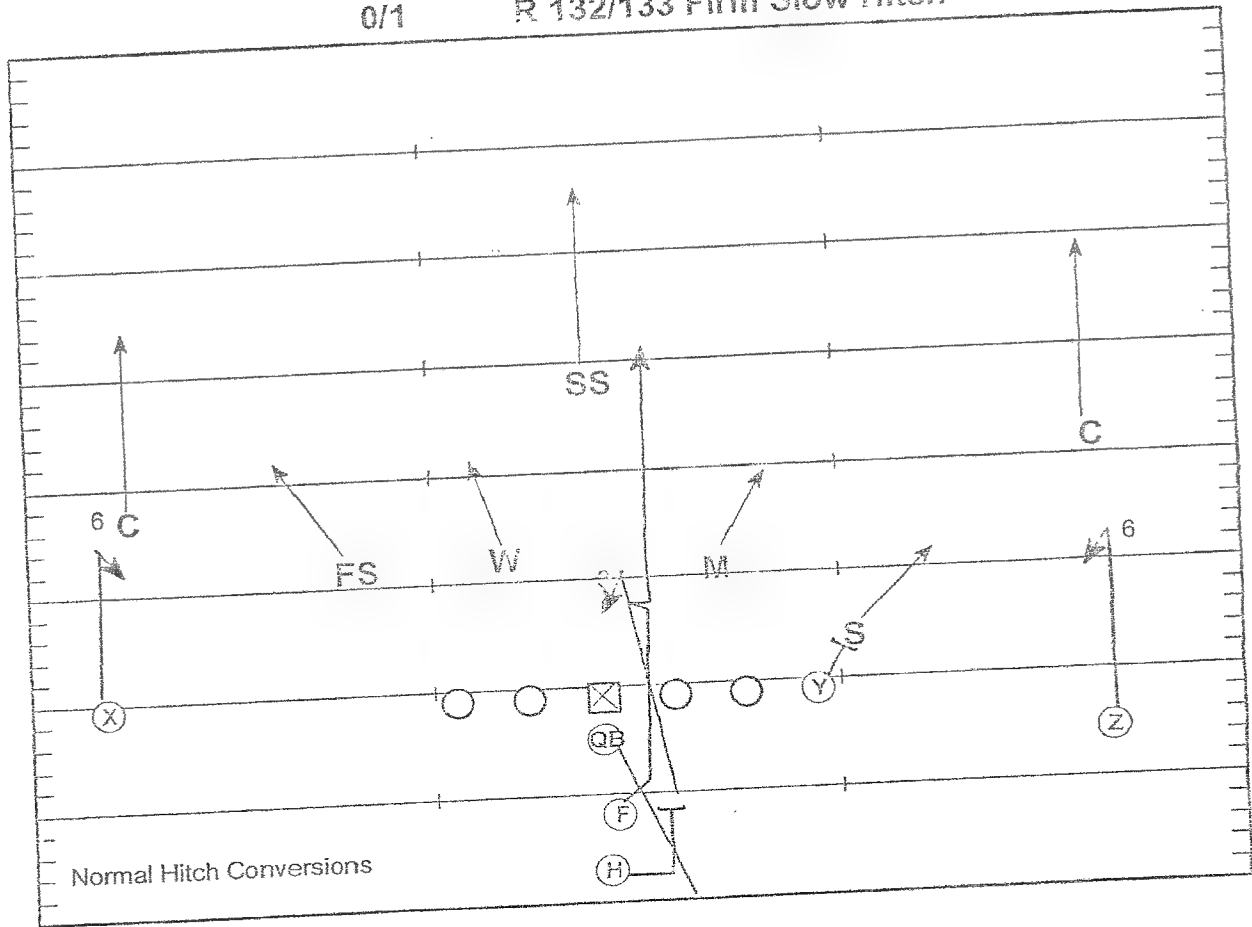


- Z Flank Split – Execute a Post Route
- Y Inside Release – Execute a 6 Yard Drag Route
- X Maximum Split – Execute a 18 Yard In (Vs. Cover 2 Run a Q)
- QB Fake Ride 36/37 Progression Read – X – Y to Backs
- F Block Protection Rule – N/T Execute a Diagonal Route
- H Fake Ride 36/37. Block Protection Rule – N/T Execute 3 Yard Checkdown

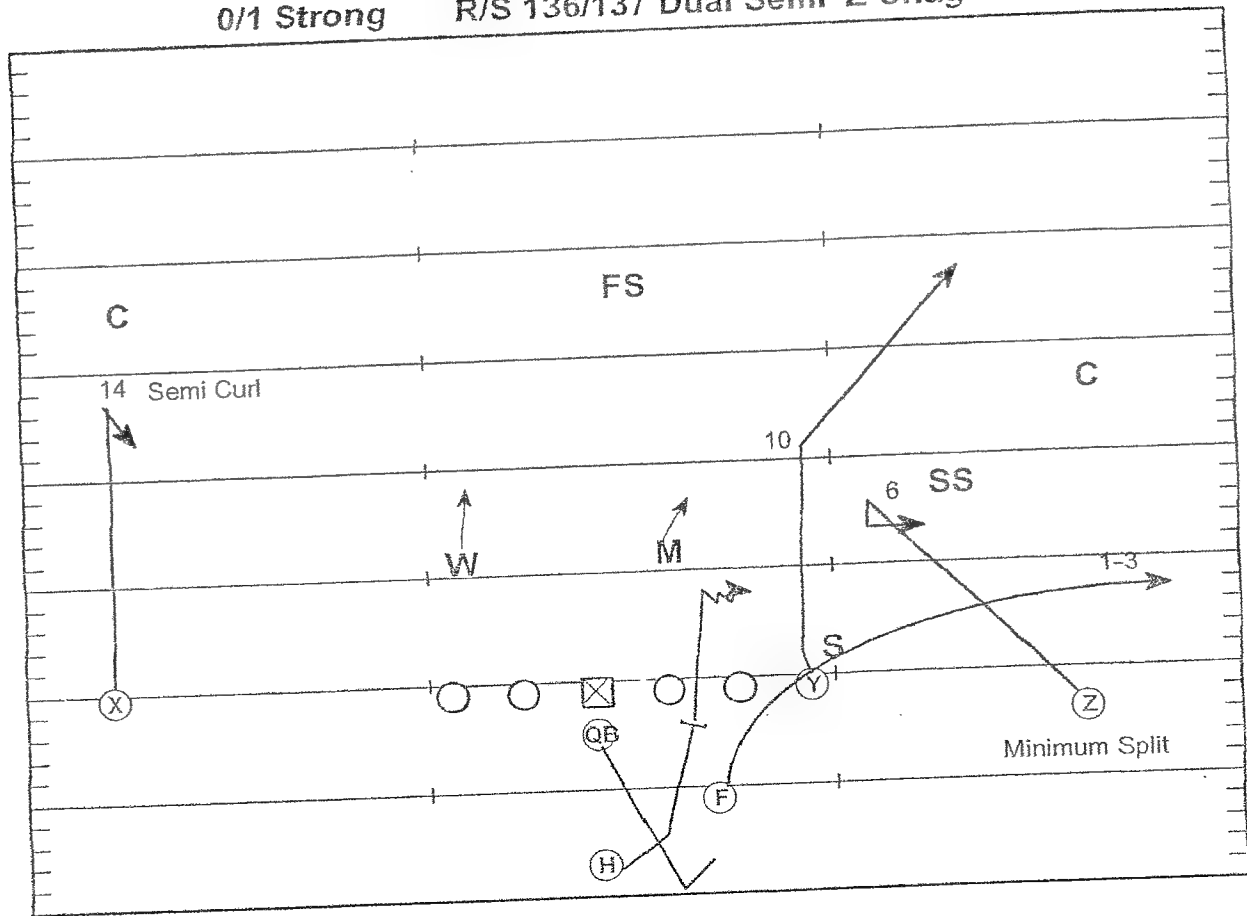
FORMATIONS: 0/1 Slot (Z Motion)



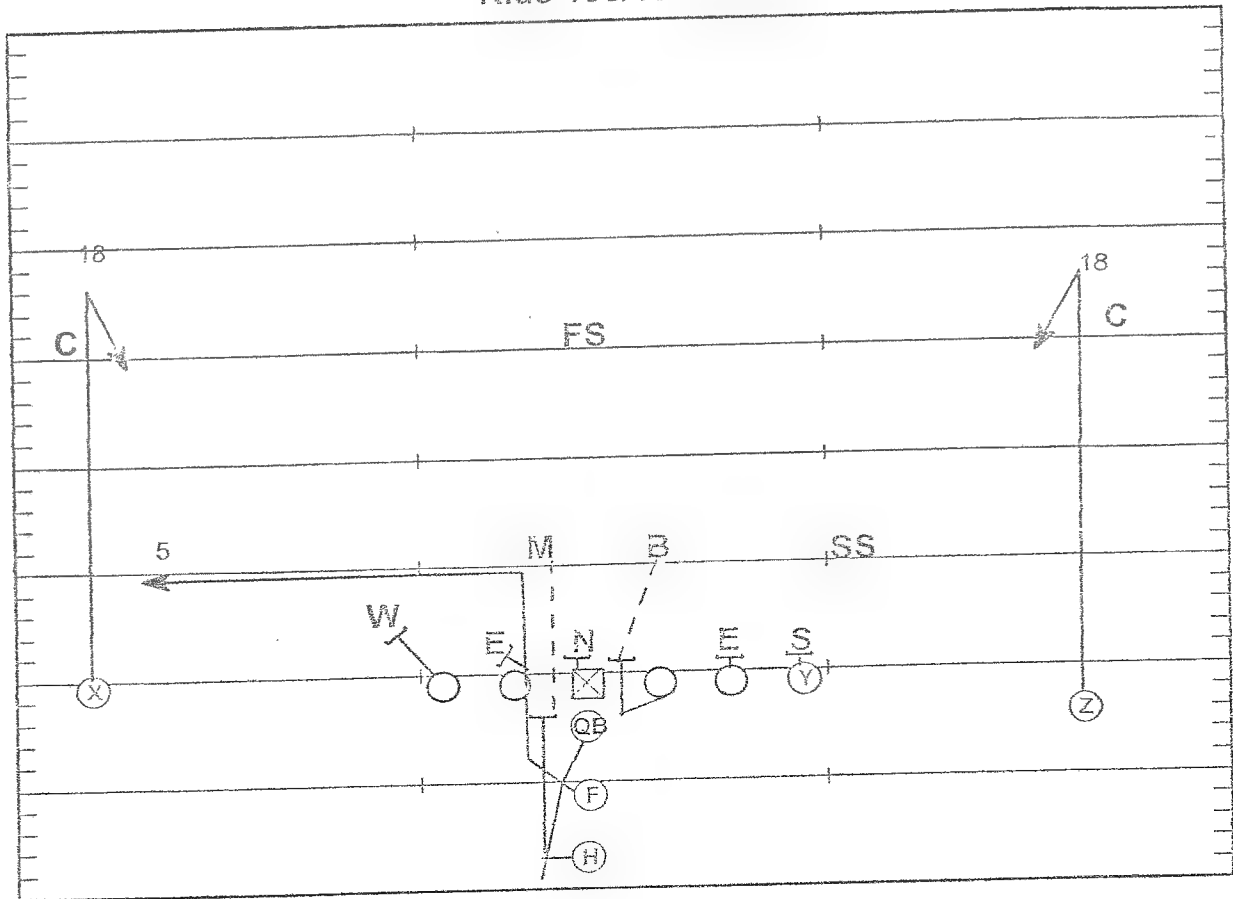
0/1 R 132/133 Firm Slow Hitch



0/1 Strong R/S 136/137 Dual Semi Z-Snag



# Ride 135/134 CURL



# TEXANS OFFENSE

## 2003 TEXANS OFFENSE Meeting #2

	Page
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76/77	6-7
76/77 Slow	8-9
Ride 638/639	10-14
Sub Protection (62/63)	15-19
Sub Protection (76/77)	20-23
Sub Protection (80/81)	24
Scat Protection	
Run Game	Page:
Ride 38/39 Slash	26-27
Ride 38/39 Divide	28-29
(Pkg) Ride 39/38 Blunt	30-31
H- 45/44 Lead	32-33
40/41 Ted	34-35



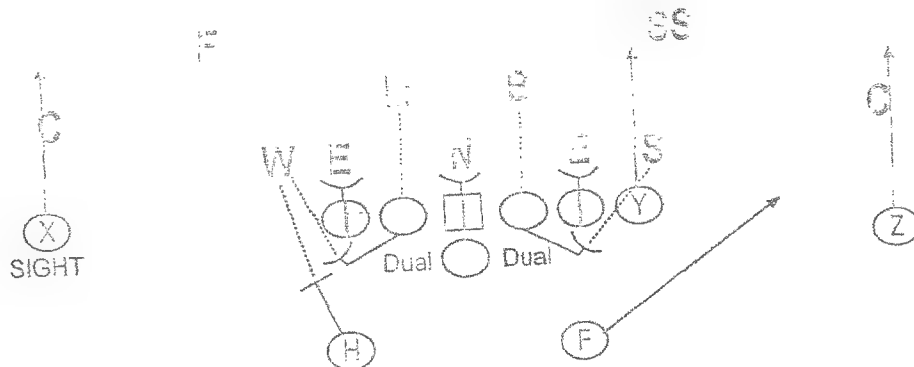
# TEXANS OFFENSE

## 2003 TEXANS OFFENSE Meeting #2

Pass Game	Page:
76/77 Firm All Slant	37
(A) 76/77 Firm All Slant	38
76/77 Firm All Slant Y-Diagonal	39
76/77 Firm Diagonal Slant	40
76/77 Firm SCAT Y-SAM	41
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Ride 638/639 Comeback	81
Ride 638/639 X-Z Twirl	82
Ride 135/134 Naked R/L Throwback	83
Ride 135/134 Naked R/L Throwback Dipper	84



34



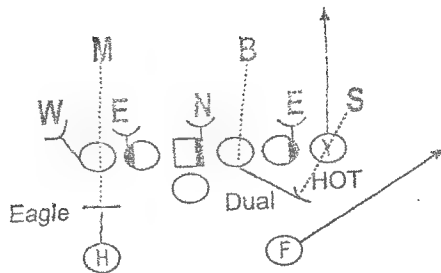
### Protection Concept: 6 Man Protection

43 Rules - OL Blocks 4 Down Mike and Sam  
 34 Rules - OL Blocks 3 Down / Mac (Poss Dual) / Dual Buc-Sam  
 FB - Free Release  
 HB - Check Release Will (Scan)

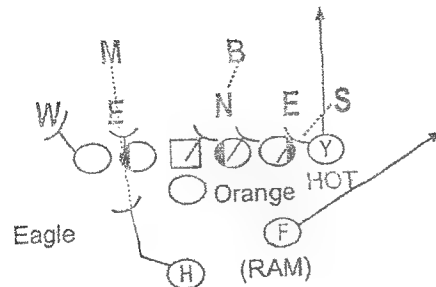
Z	Pattern
Y	Pattern (HOT off 2!) Alert Lucky/Ringo
FRONTSIDE TACKLE	Base Orange-Yellow Sift Alert Ringo-Lucky
FRONTSIDE GUARD	Base Orange-Yellow Dual Alert Ringo-Lucky Ram/Lion
CENTER	Base Orange-Yellow Dual Alert Ringo-Lucky Ram/Lion
BACKSIDE GUARD	Base Eagle Dual Possible Fan Alert Ringo-Lucky Ram/Lion
BACKSIDE TACKLE	Base Eagle Alert 5 Down Possible Fan Alert Ringo-Lucky
X	Pattern (Sight Adjust)
QB	5 or 7 Step Drop
FB	Free Release
HB	Dual - Check Release Mac-Will (34) vs Eagle Check Mac. Scan Alert Ringo-Lucky. Alert 5-Down



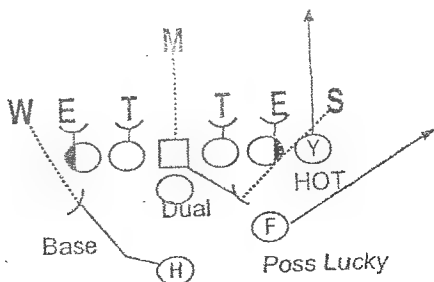
34 Under



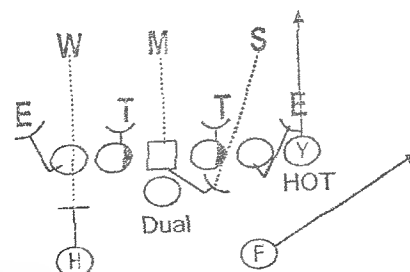
34/44



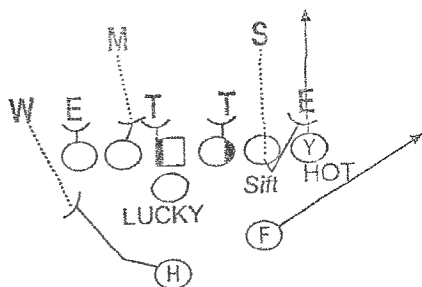
43



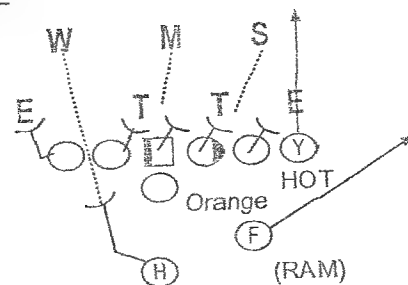
43 Stack



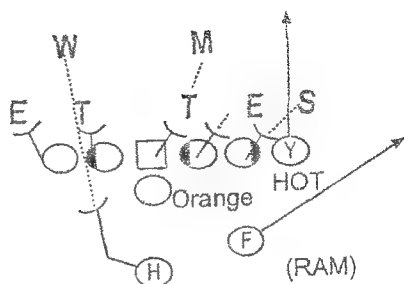
43 OV STK



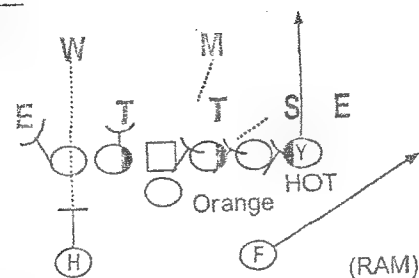
43 OV STK WIN



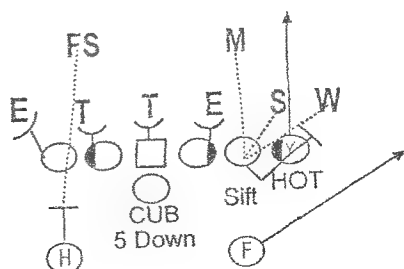
44 STG



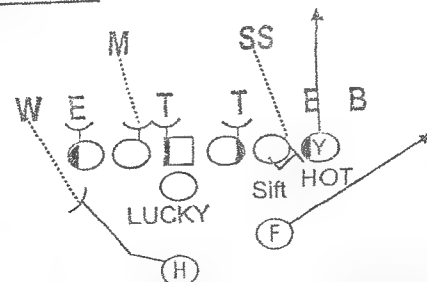
44 STG SAM SW



43 CUB WK



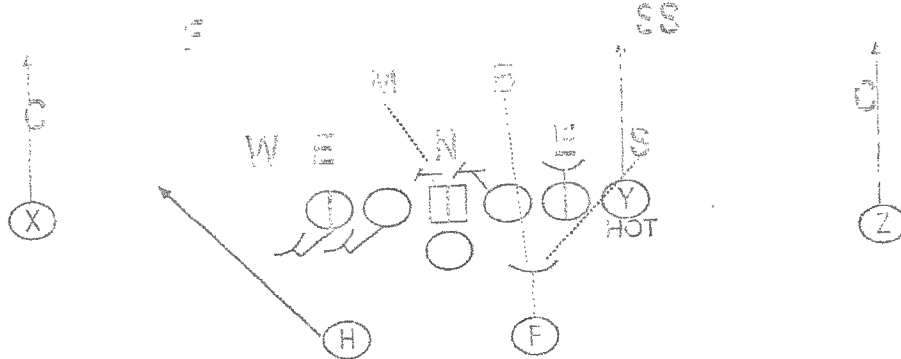
OV STK SAM OUT SIN



PROTECTION

76 / 77

34



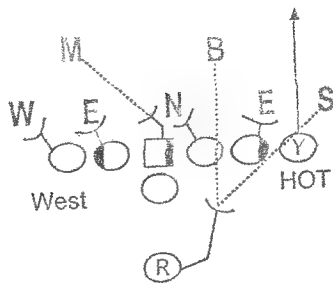
**Protection Concept: 6 Man Protection (Slide Concept)**

34 Rules - OL blocks 3 DL / Mac / Will  
Remaining Back - Dual Buc-Sam

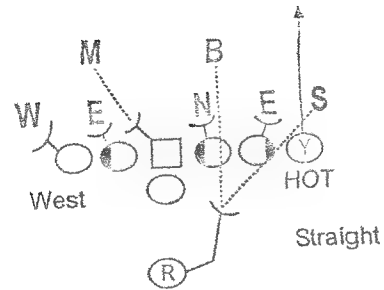
43 Rules - OL blocks 4 DL / Will  
Remaining Back - Dual Mike-Sam (Alert Lucky-Ringo / Solo)

Z	Pattern
Y	Pattern (HOT off 2!) (Lucky-Ringo = Hot off 1) (Solo = Hot off Secondary + 1)
FRONTSIDE TACKLE	Base Locate DE Alert Lucky-Ringo to Possible Sift
FRONTSIDE GUARD	Base Straight Slide if Uncovered Alert 5 Down / Lucky-Ringo / East-West
CENTER	Slide to WLB East-West Alert Solo / 5 Down / Lucky-Ringo / East-West
BACKSIDE GUARD	Slide to WLB East-West Alert Solo / 5 Down / Lucky-Ringo / East-West
BACKSIDE TACKLE	Slide to WLB East-West Alert Solo / 5 Down / Lucky-Ringo / East-West
X	Pattern (Sight Adjust)
QB	5 or 7 Step Drop
FB	34 - Dual Buc-Sam (Scan) 43 - Dual Mike-Sam / Alert Lucky-Ringo / Solo
HB	Free Release

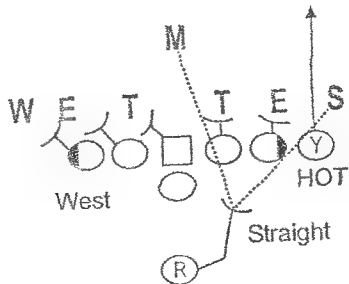
34 Under



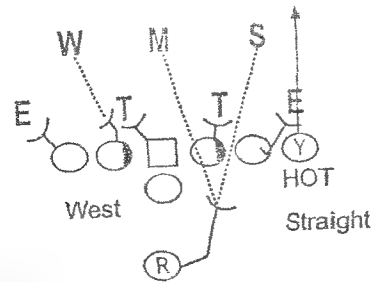
34 / 44



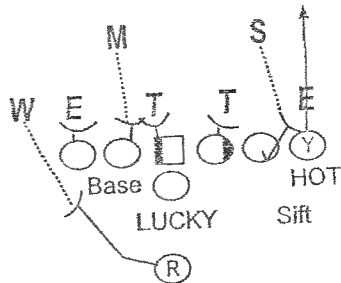
43



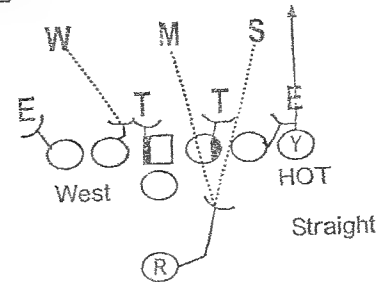
43 Stack



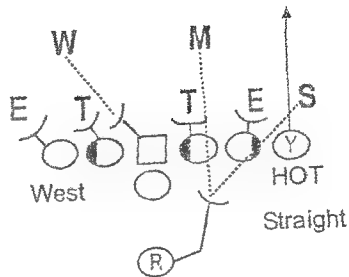
43 OV STK



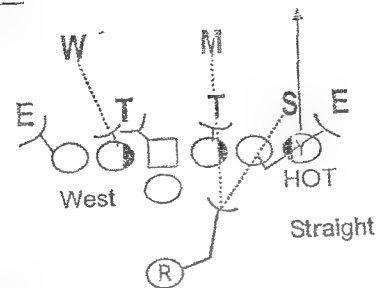
43 OV STK WIN



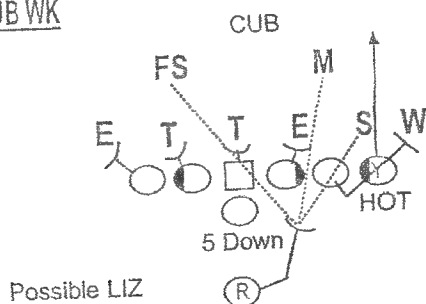
44 STG



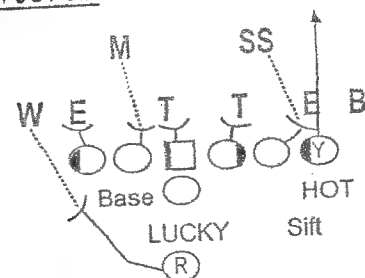
44 STG SAM SW



43 CUB WK



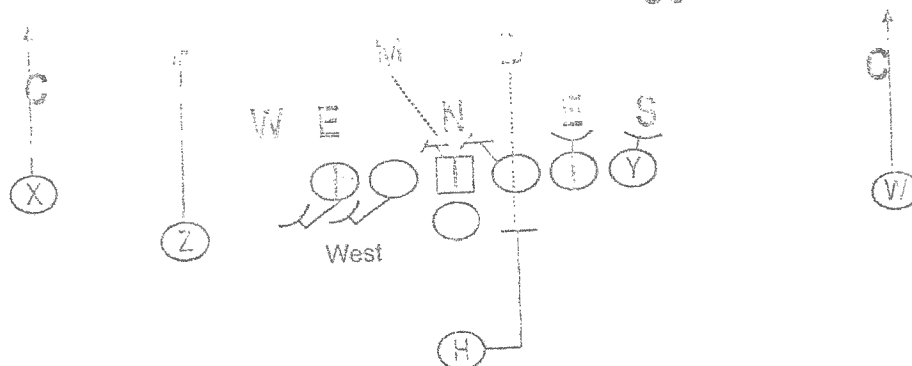
OV STK SAM OUT SIN



PROTECTION

# 76-77 Slow

34



## Protection Concept: (7 Man Protection - Slow)

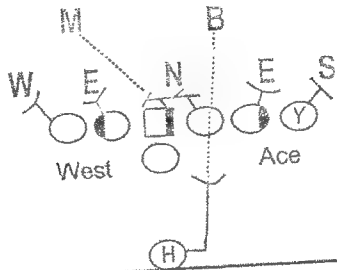
- 43 Rules- OL and TE Block 4 DL, Sam and Will.  
 RB Blocks Mike to Scan.  
 34 Rules- OL and TE Block 3 DL, Sam, Mac and Will.  
 RB Blocks Buc to Scan.

Z	Pattern					
Y	Slow Block #3. vs Switch Block Out (Big)	Out	Danger	Squeeze		
FRONTSIDE TACKLE	Base Area Solid	Out	Danger	Straight	Squeeze	
FRONTSIDE GUARD	Base Area Solid vs. Guard Bubble - West	Squeeze	Straight			
CENTER	Slide to WLB	East/West				
BACKSIDE GUARD	Slide to WLB	East/West				
BACKSIDE TACKLE	Slide to WLB	East/West				
X	Pattern					
QB	5 to 7 Step Drop					
W/T	Pattern					
HB	Block Mike LB to Scan #4.					

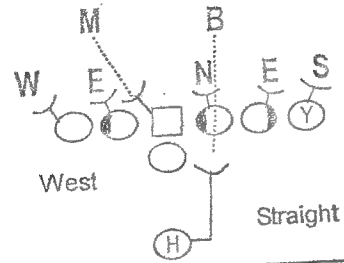


# 76-77 Slow

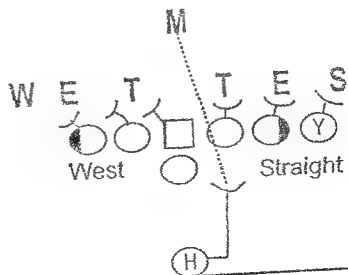
34 Under



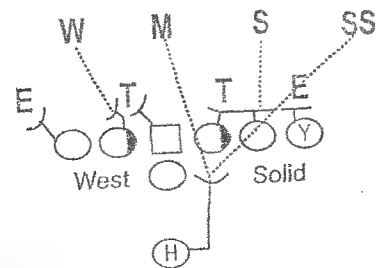
34 / 44



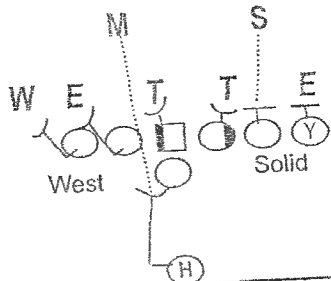
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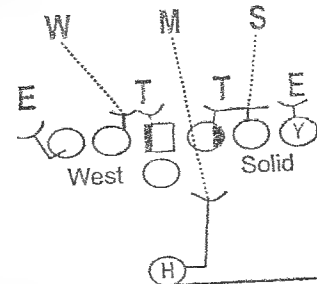
43 Stack



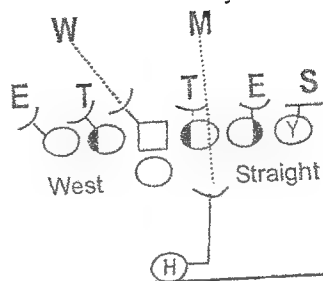
43 OV STK



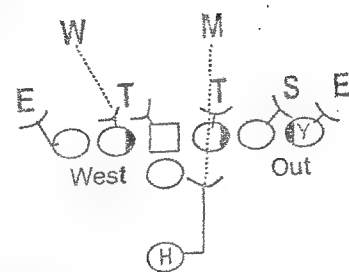
43 OV STK WIN



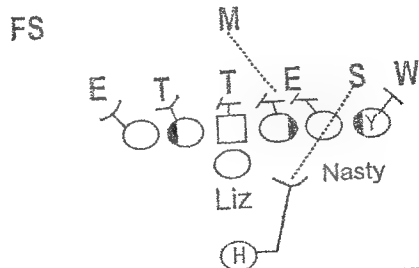
44 STG



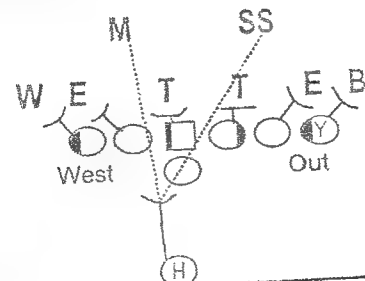
44 STG SAM SW



43 CUB WK

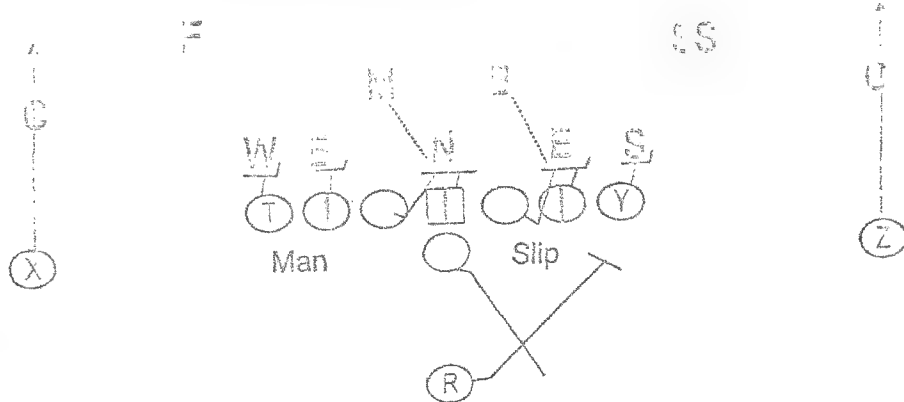


OV STK SAM OUT SIN



# Ride 638-639

34



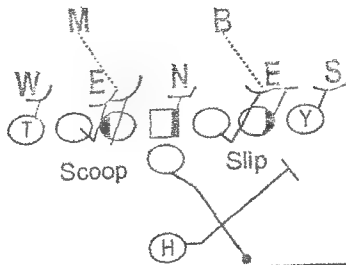
0 ON

**Concept:** Block Ride 38-39 Aggressively. Use similar technique and leverage defenders towards fake. Keep blocking defenders and Only stop when they stop chasing. Then square up and Finish.

Z	Pattern
Y	Block Ride 38-39 All Zone calls apply
FRONTSIDE TACKLE	Block Ride 38-39 All Zone calls apply
FRONTSIDE GUARD	Block Ride 38-39 All Zone calls apply
CENTER	Block Ride 38-39 All Zone calls apply
BACKSIDE GUARD	Block Ride 38-39 All Zone calls apply
BACKSIDE TACKLE	Block Ride 38-39 All Zone calls apply
X	Pattern
QB	Fake Ride 38-39. Sell Run Extend Ball. Set up in Tackle Box.
FB/T	Block 38-39 Rules - Out vs Man On/Outside
RB	Great ball fake. Block #4 to Route

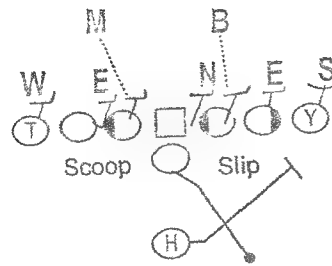
# Ride 638-639

34 Under



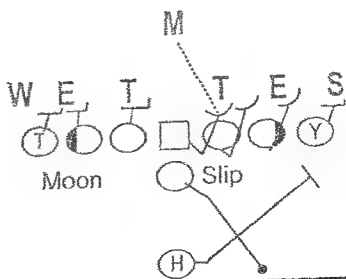
34 / 44

SS



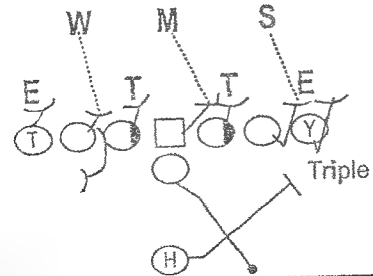
43

SS



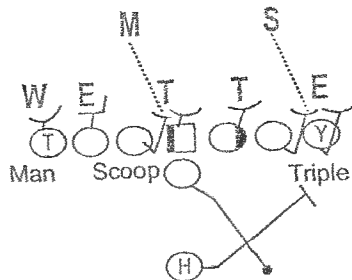
43 Stack

SS

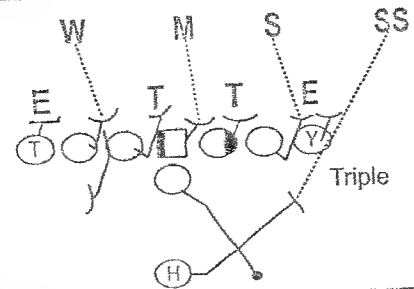


43 OV STK

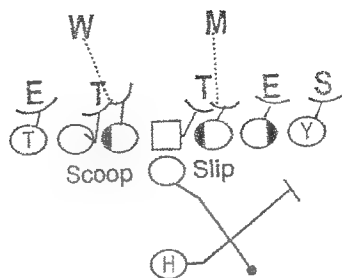
SS



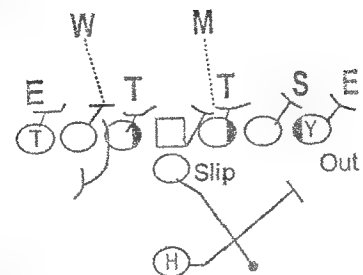
43 OV STK WIN



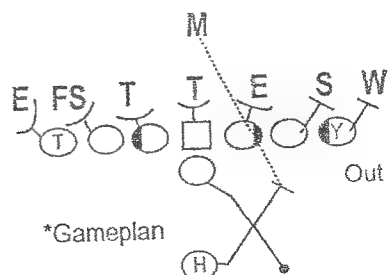
44 STG



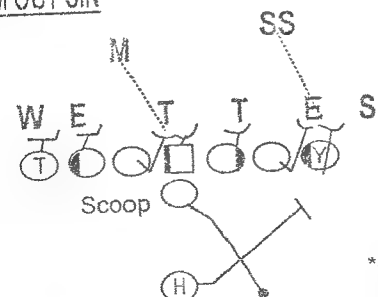
44 STG SAM SW



43 CUB WK



OV STK SAM OUT SIN



\*Gameplan

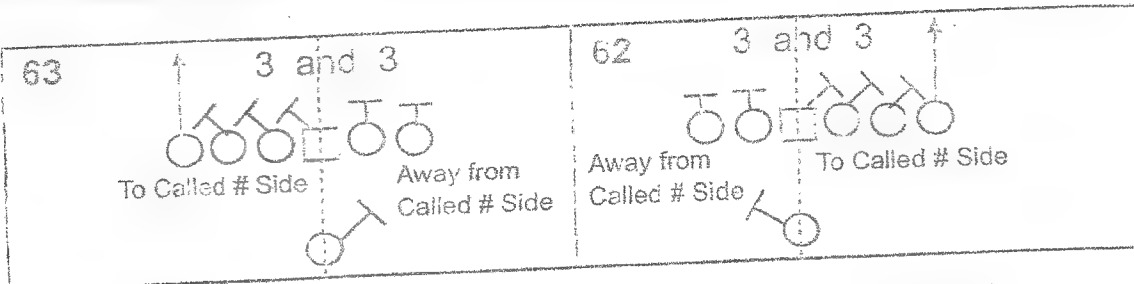
\*Gameplan



2003 TEXANS OFFENSE

Offense





- RB Blocks 1st Blitzer Away From Called # to Scan Outside
- OL Blocks 1 Blitzer to Called # Side to Scan Outside

QB CALLS: "SUB" = SUB RULES (denotes substituted defense)

"4 Down" Denotes 4 DL - 3 LB - 4 DB (Regular)

"3 Down" Denotes 3 DL - 4 LB - 4 DB (Regular)

"5 Down" Denotes Bear Front (OC / Both OG's Covered) - Base Rule

"BAT" Denotes 4 DL (Over or Under) and BAT is 4th DL

"LUCKY / RINGO" call by QB:

Both Blocker and Back work in direction called

LUCKY = Left

RINGO = Right

\*QB will Identify LB'er by Jersey # he wants OL to Block

"R / L" call by QB:

2 defenders Weak, 5 defenders strong

Uncovered - Dual 1 to 2

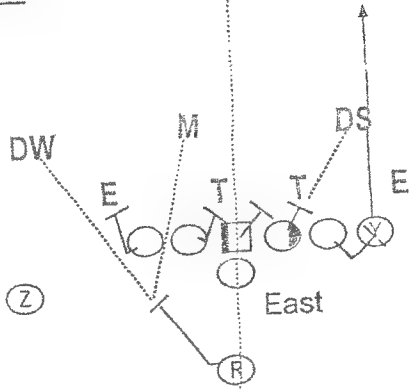
Back - Dual 2 to 3

62/63 Scat - Free Release by Back

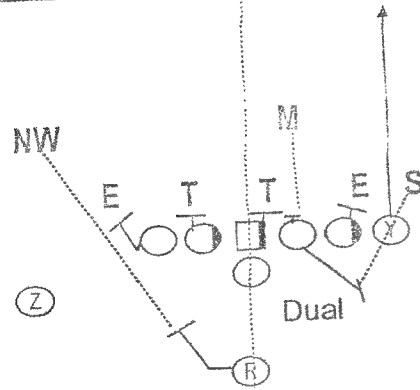


# SUB 62-63

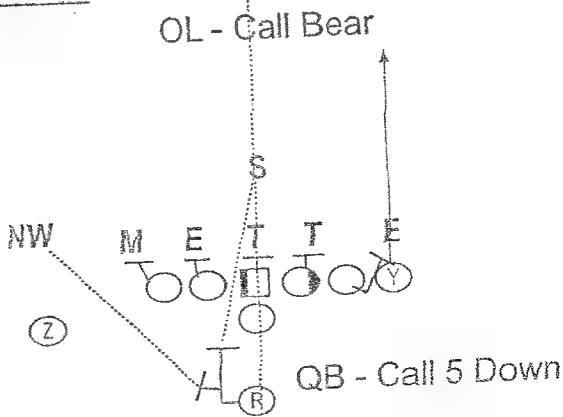
416 Over



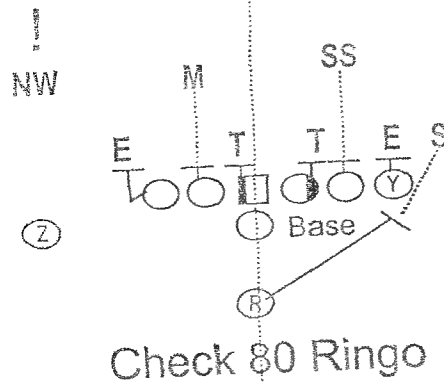
425 Under



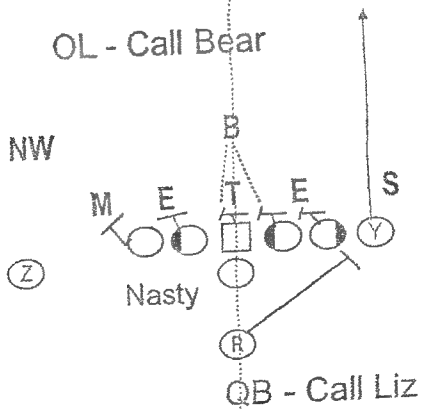
425 - 5 Down



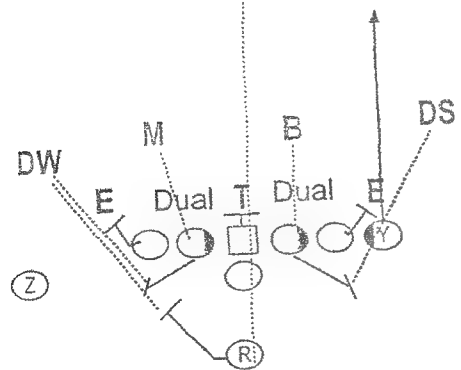
425 SOUT SIN



335 - 5 Down

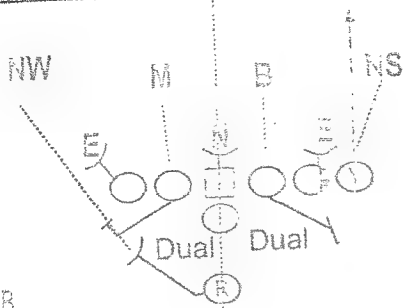


326

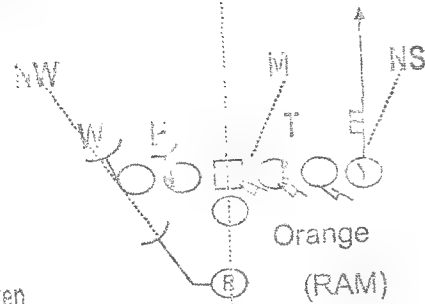


# SUB 62-63

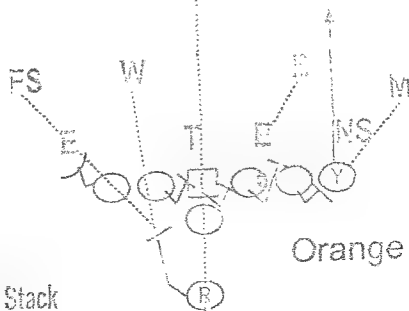
326 SUB



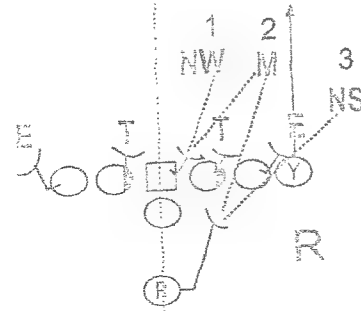
416 Even



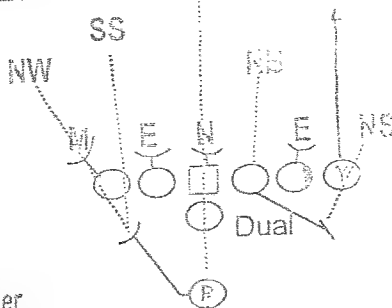
335 Over Stack



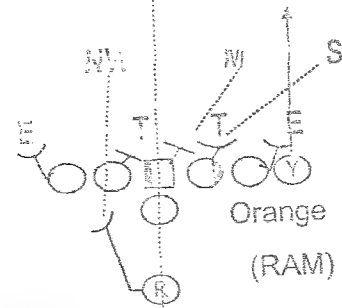
416 Even



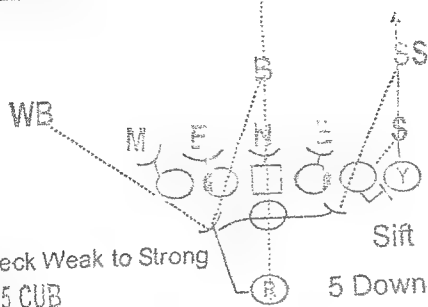
317 Under



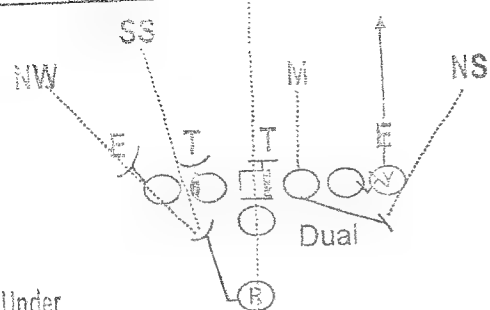
425 Over



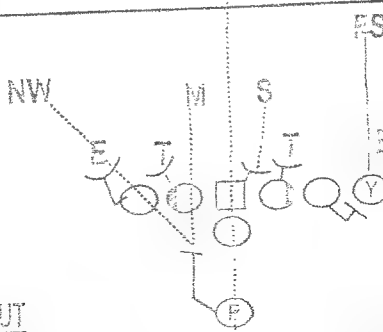
Check Weak to Strong  
335 CUB



416 Under

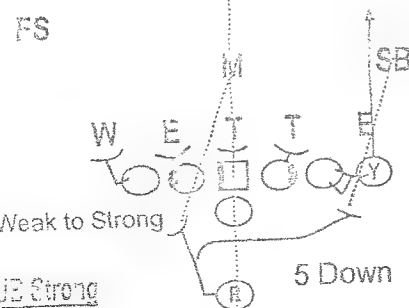


425 CUB



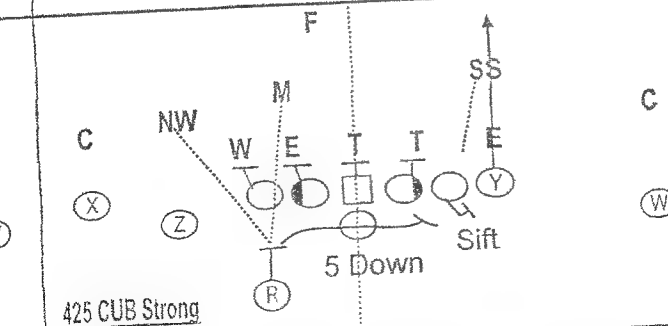
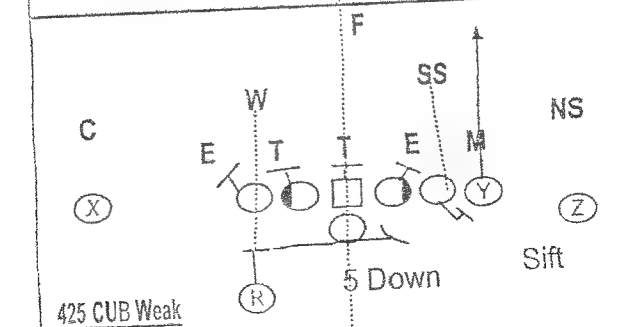
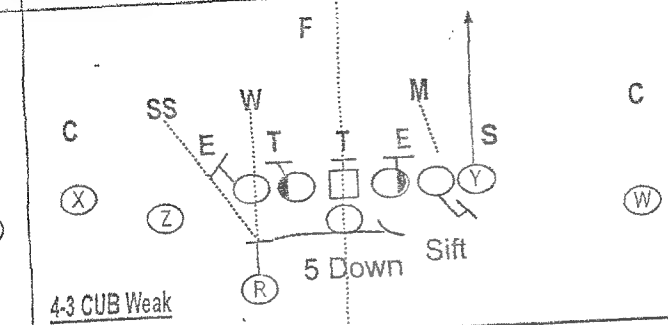
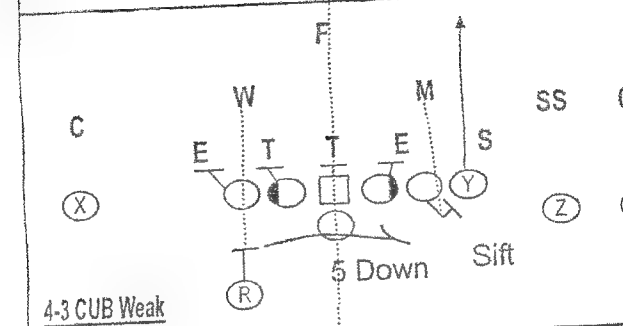
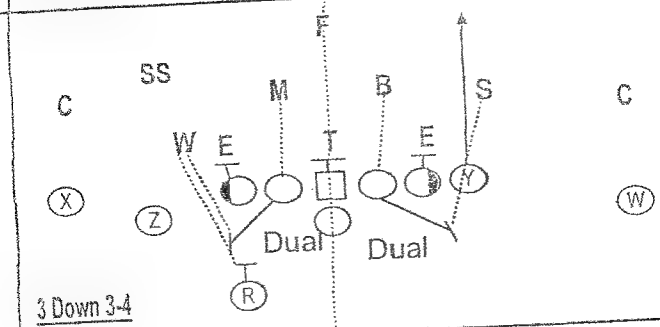
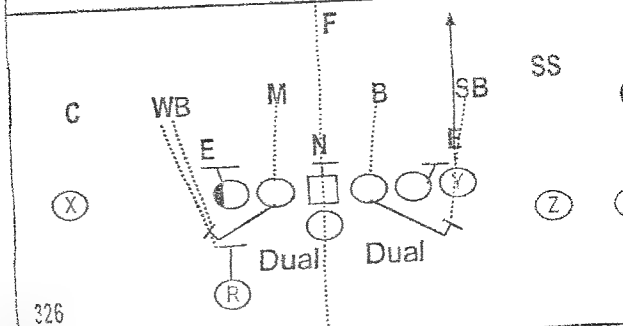
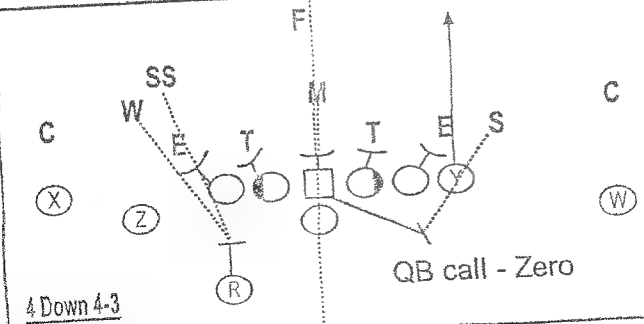
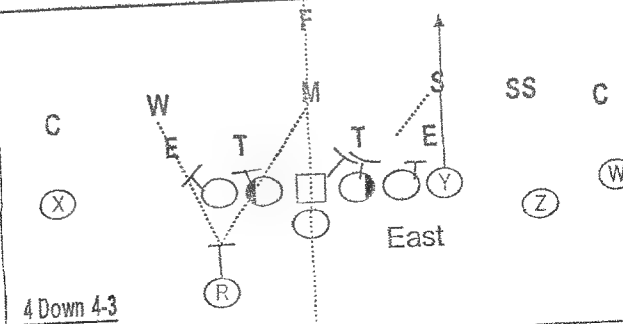
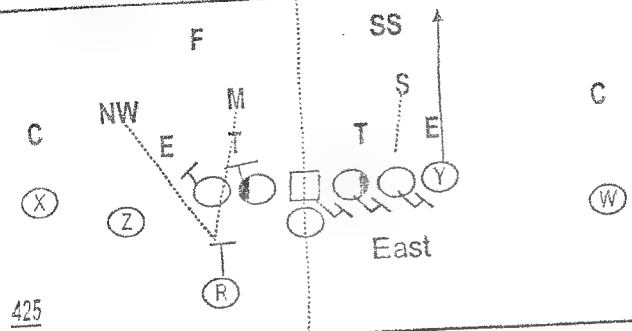
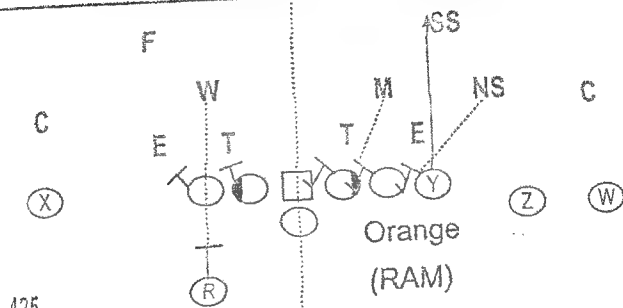
Check Weak to Strong

425 CUB Strong



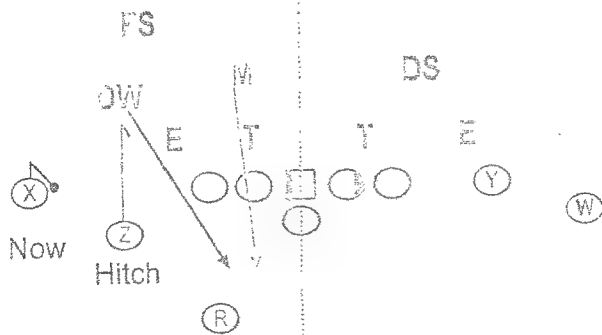
# SUB 62/63 - 2 Wider

# SUB 62/63 - 2 Wide Slot

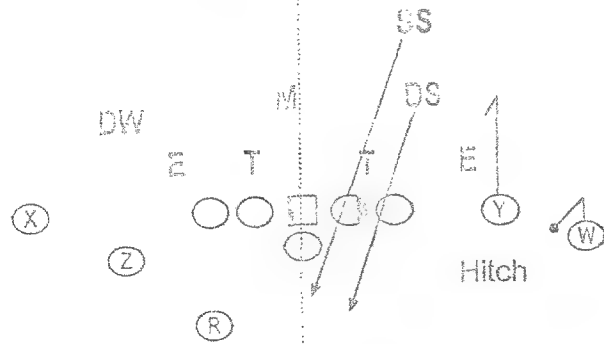


# SUB 62-63 Sight Adjustments

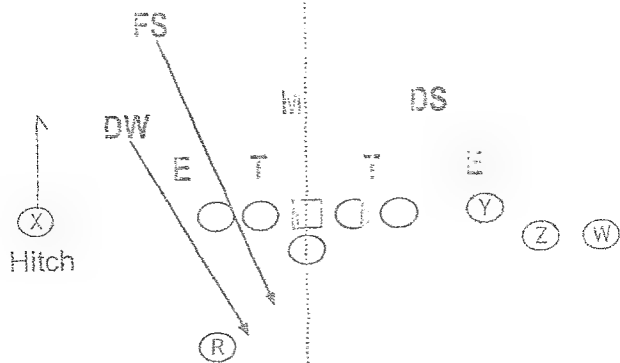
## Half Rt vs 2 Weak



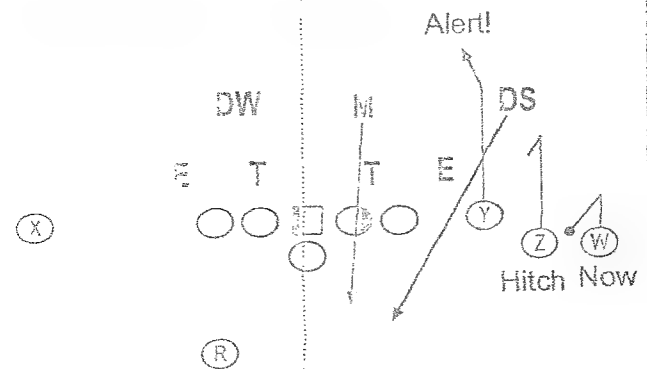
## Half Rt vs 2 Strong



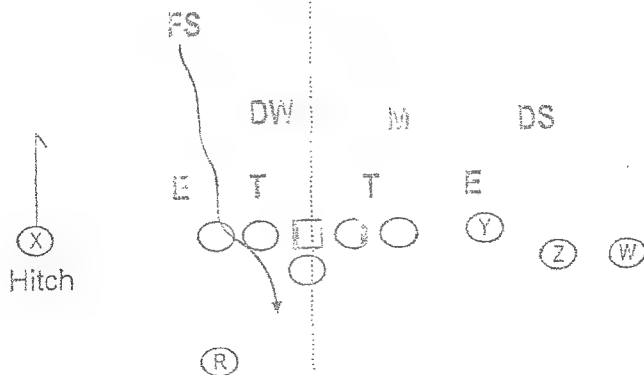
## Trips Rt vs 2 Weak



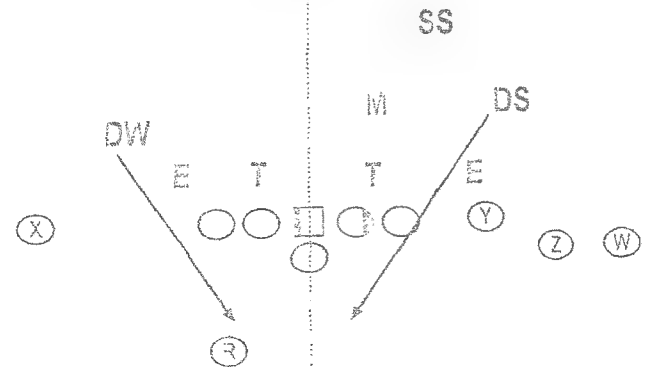
## Trips Rt vs 2 Strong



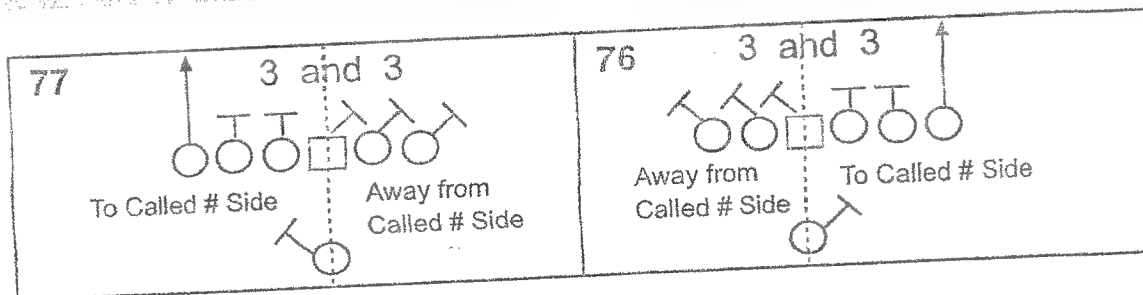
## Trips Rt vs 1 Weak



## Trips Rt vs 1 Each Side No Adjustments



## SUB PROTECTION (76 / 77)



- RB Blocks 1st Blitzer To Called # to Scan Outside
- OL Blocks 1 Blitzer Away from Called # Side to Scan Outside

QB CALLS: "SUB" = SUB Rules (denotes substituted defense)

"4 Down" Denotes 4 DL - 3 LB - 4 DB (Regular)

"3 Down" Denotes 3 DL - 4 LB - 4 DB (Regular)

"5 Down" Denotes Bear Front (OC / Both OG's Covered) - Base Rule

"BAT" Denotes 4 DL (Over or Under) and BAT is 4th DL

"LUCKY / RINGO" call by QB:

Both Blocker and Back work in direction called

LUCKY = Left

RINGO = Right

\*QB will Identify LB'er Jersey # he wants OL to Block.

"SOLO" call by QB:

Solo = Block Base

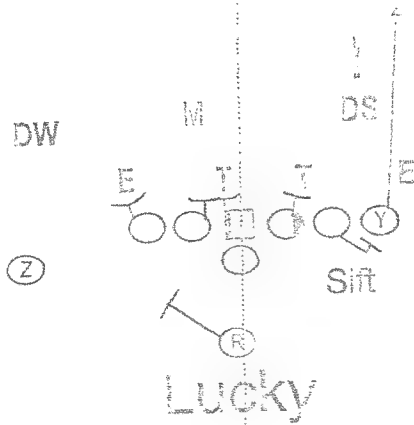
Solo + 'R/L' = Solo + Dual by Uncovered OL and Back

76-77 Scat = Free Release by Back

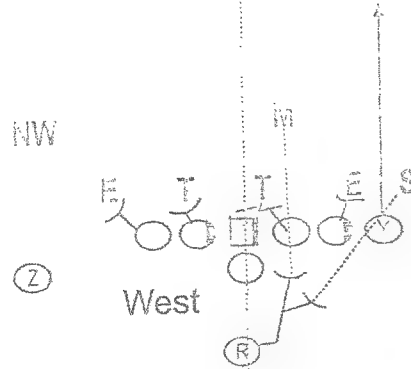


# SUB 76-77

416 Over

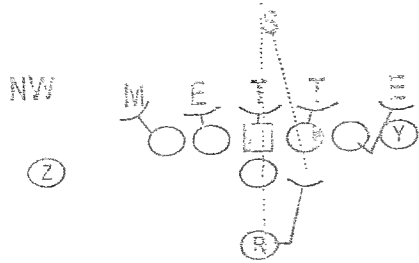


425 Under



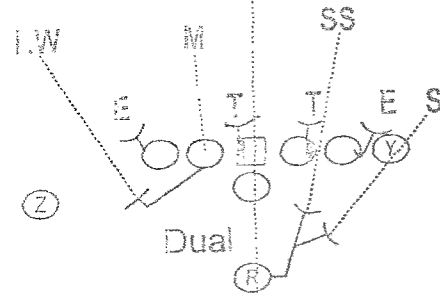
425 - 5 Down

OL Call - Bear



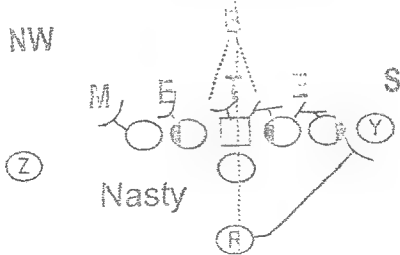
QB Call - 5 Down

425 S\*UT SIN



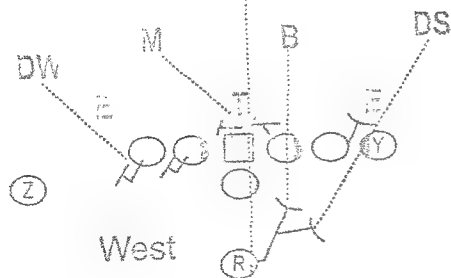
335 - 5 Down

OL Call - Bear

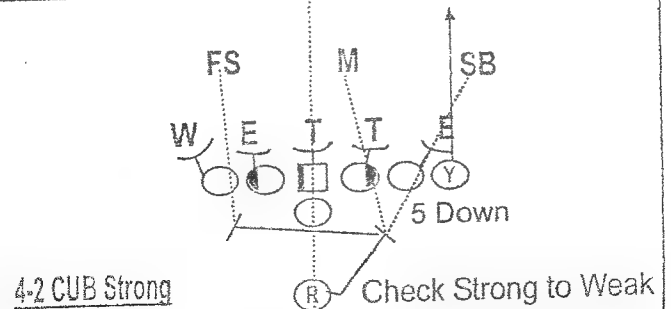
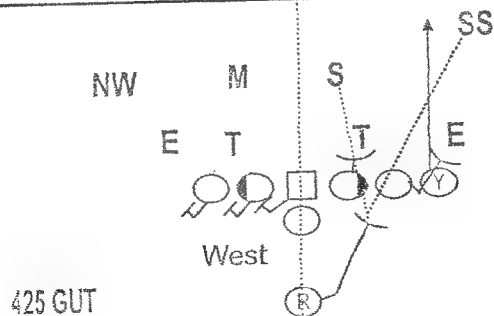
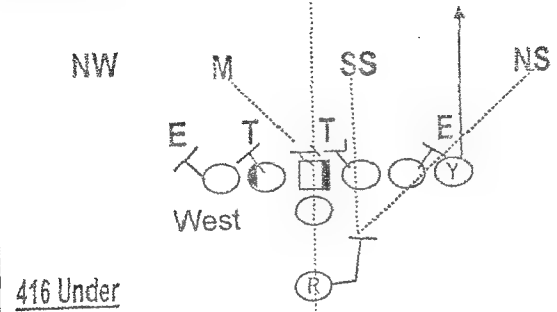
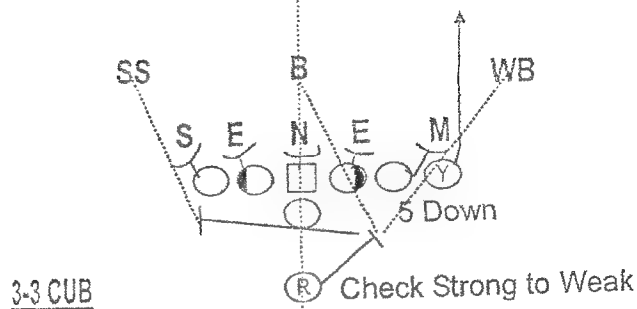
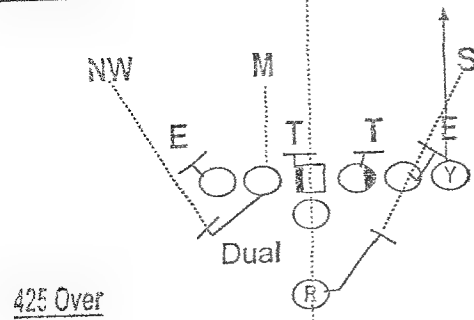
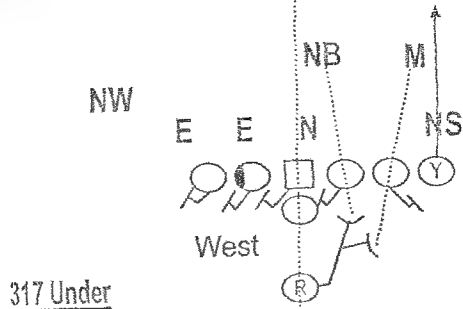
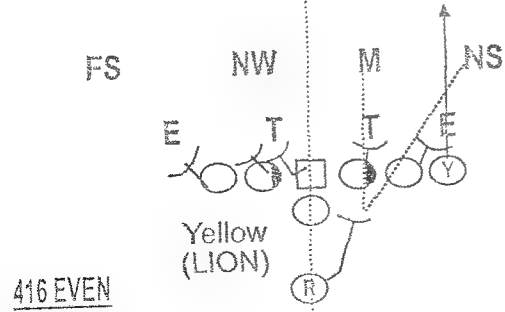
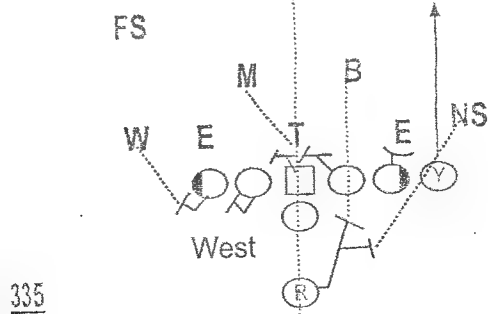
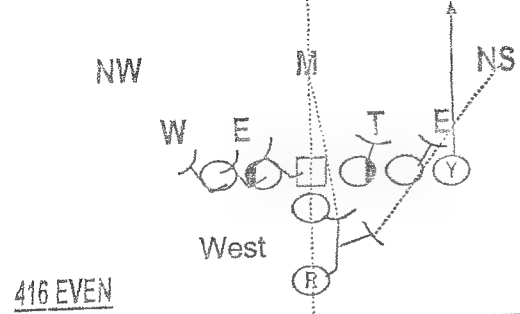
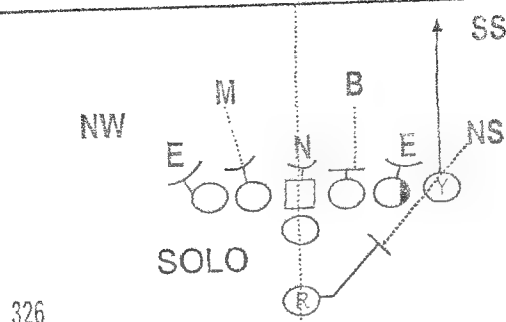


QB Call - Liz

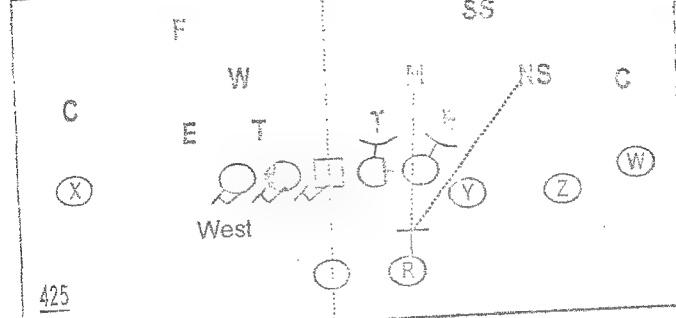
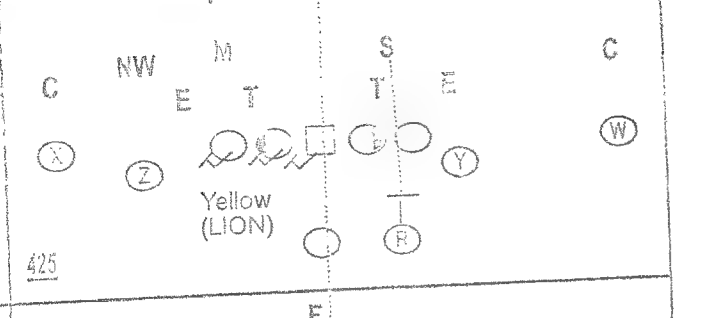
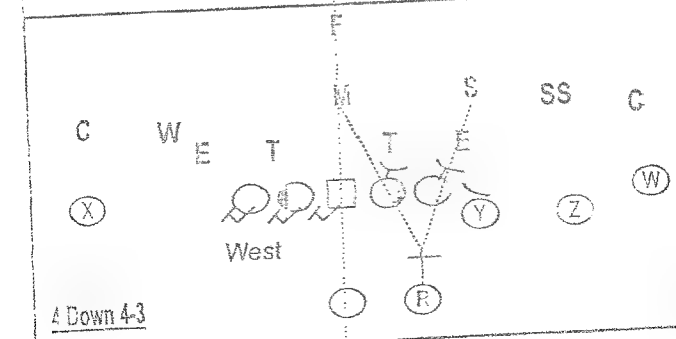
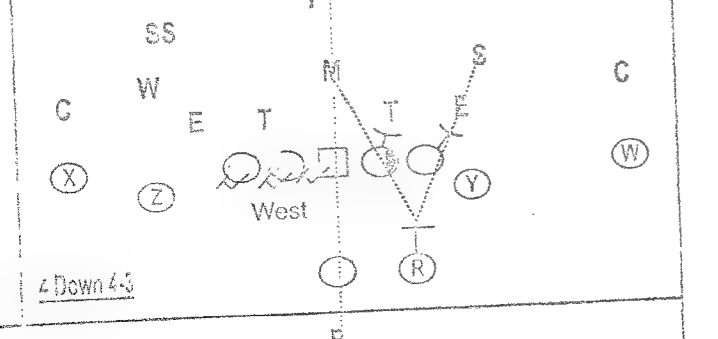
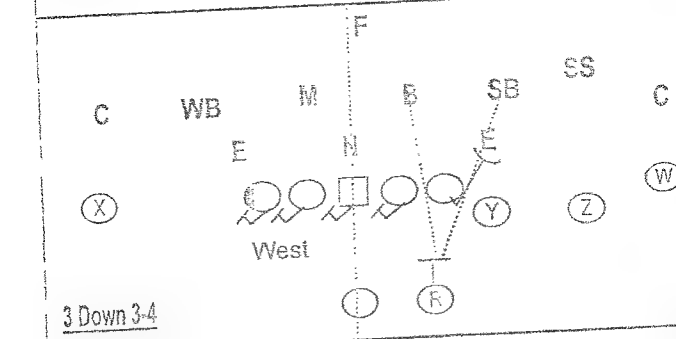
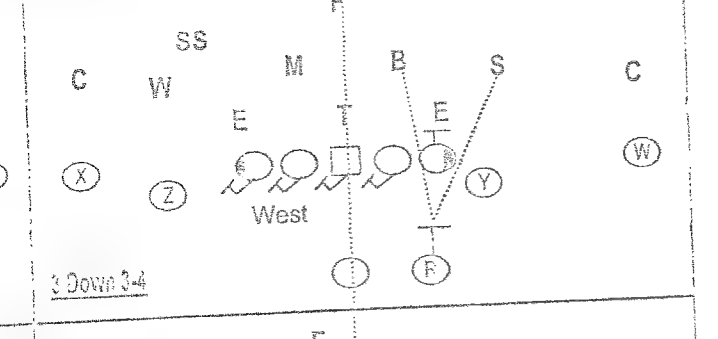
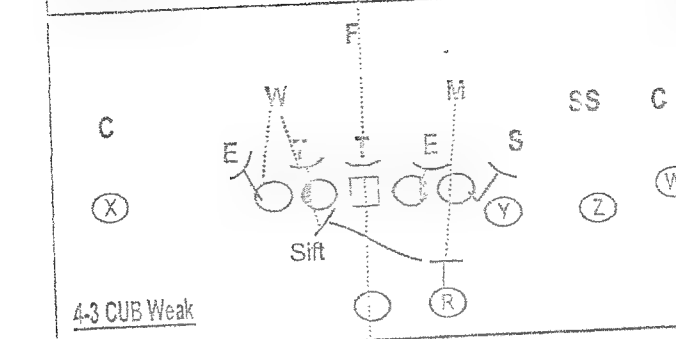
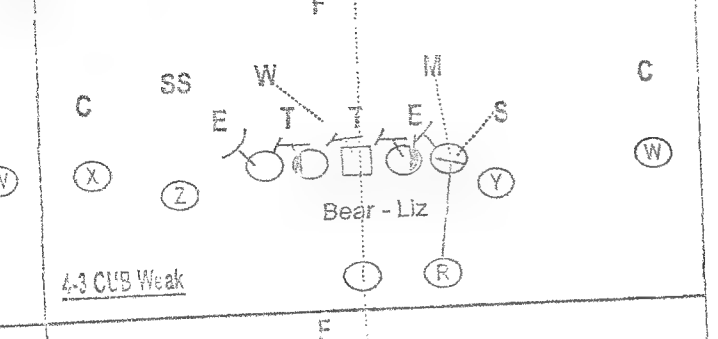
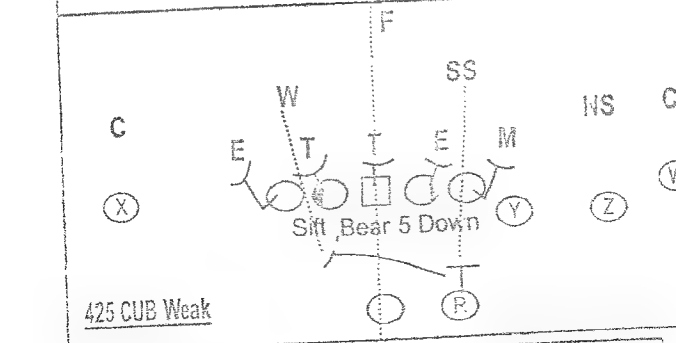
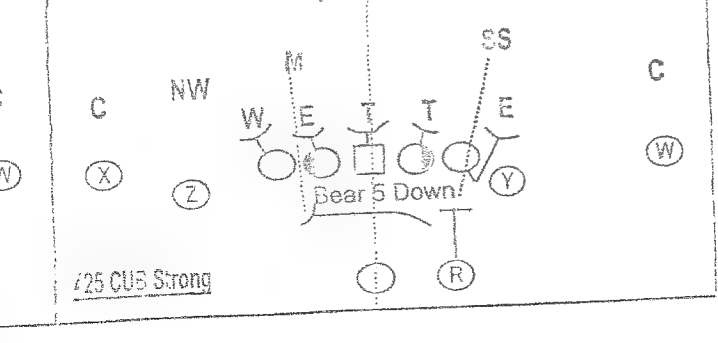
326 - Odd



# SUB 76/77

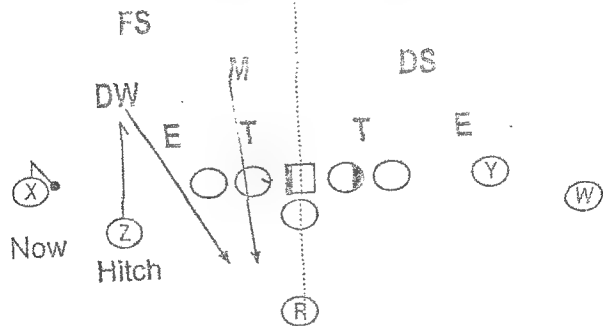




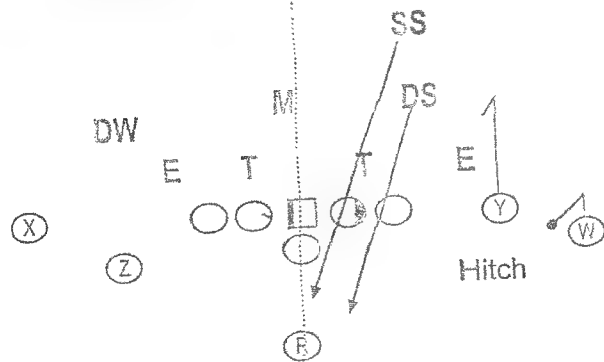
76-77 - Gun Trips Rt Strong	76-77 - Gun Half Rt Strong
 <p>425</p>	 <p>425</p>
 <p>4 Down 4-3</p>	 <p>4 Down 4-3</p>
 <p>3 Down 3-4</p>	 <p>3 Down 3-4</p>
 <p>4-3 CUB Weak</p>	 <p>4-3 CUB Weak</p>
 <p>425 CUB Weak</p>	 <p>425 CUB Strong</p>

# SUB 76-77 Sight Adjustments

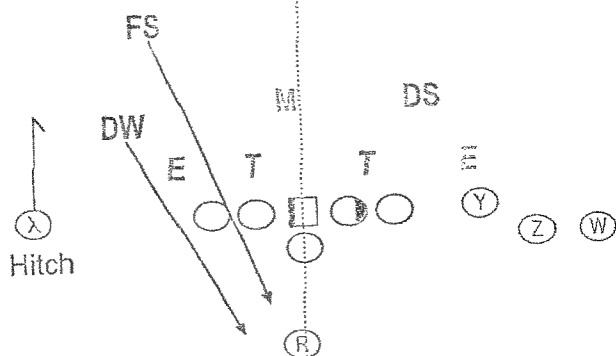
0 Half Rt vs 2 Weak



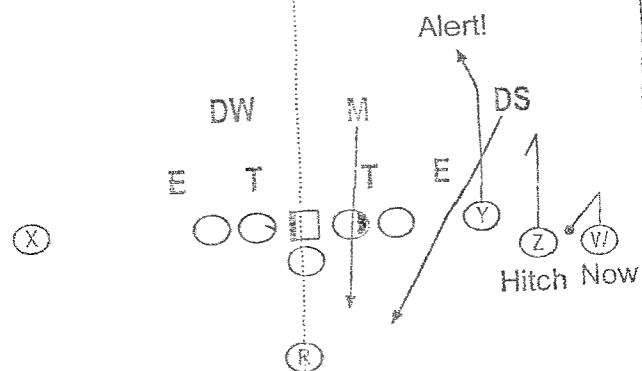
0 Half Rt vs 2 Strong



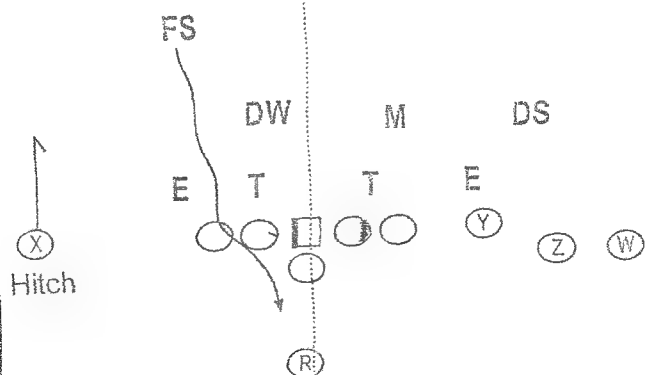
0 Trips Rt vs 2 Weak



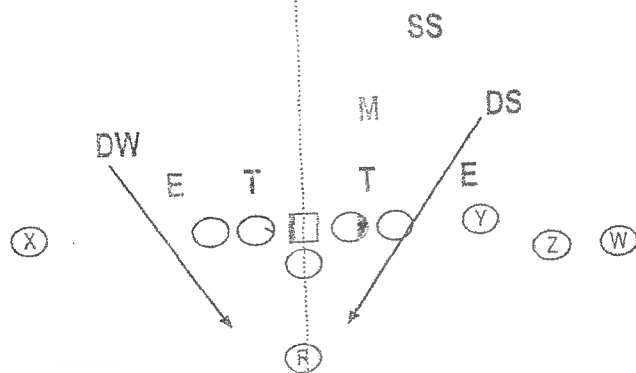
0 Trips Rt vs 2 Strong



0 Trips Rt vs 1 Weak



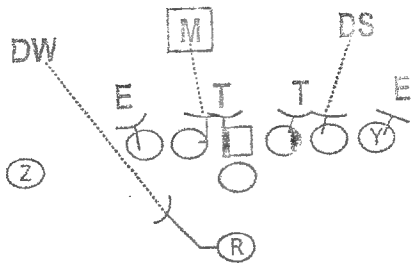
0 Trips Rt vs 1 Each Side  
No Adjustments





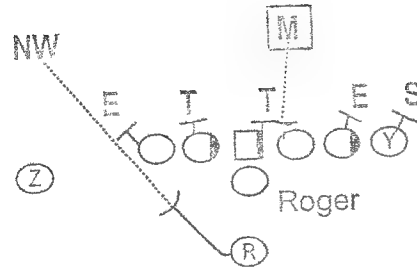
# SUB 80-81

416 Over



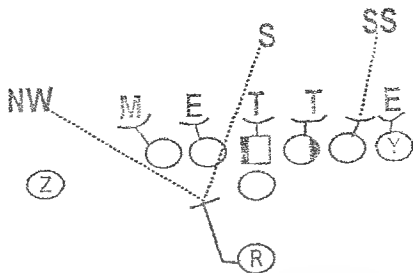
Louie

425 Under



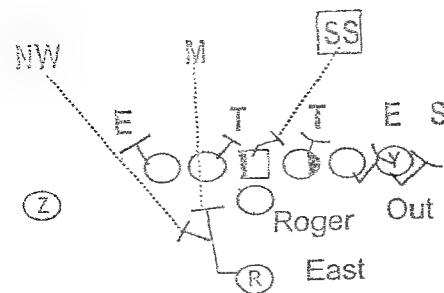
Roger

425 - 5 Down



OL Call - Bear  
QB Call - 5 Down

425 SOUT SIN

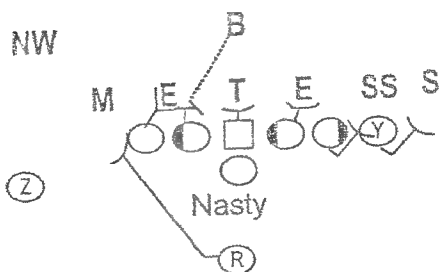


Roger

Out

East

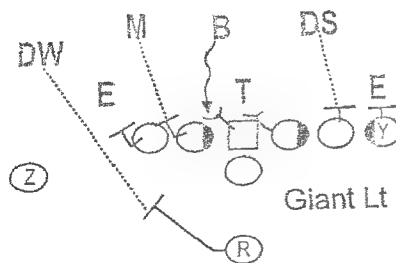
335 - 5 Down



Nasty

OL Call - Bear  
QB Call - Rip

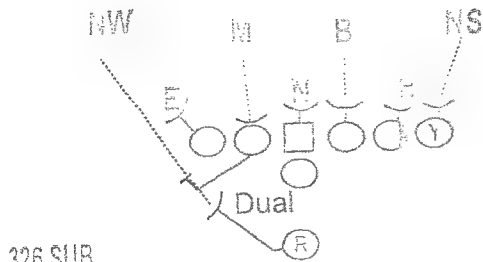
326



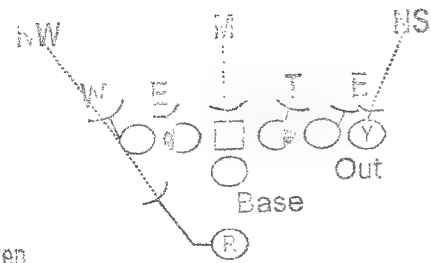
Giant Lt



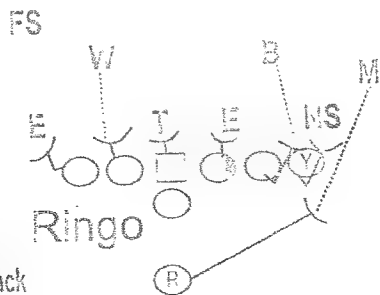
# SUB 80 - 81



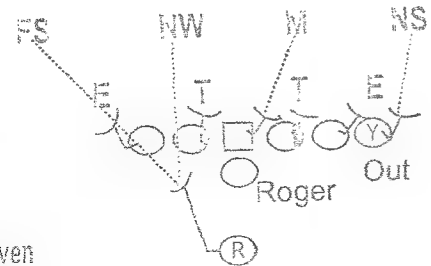
326 SUB



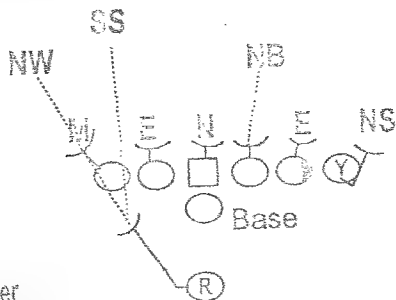
416 Even



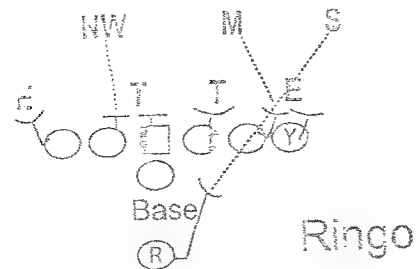
335 Over Stack



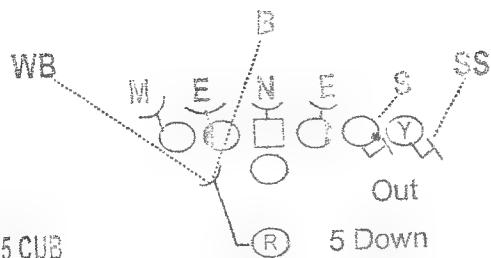
416 Even



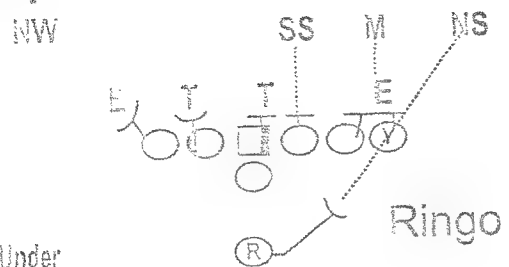
317 Under



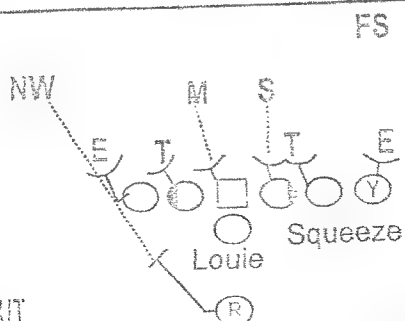
425 Over



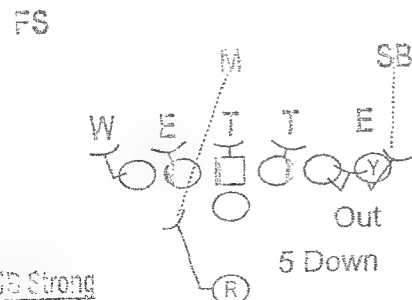
335 CUB



416 Under



425 GUT

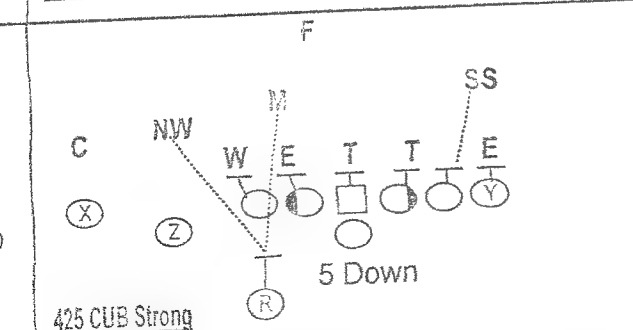
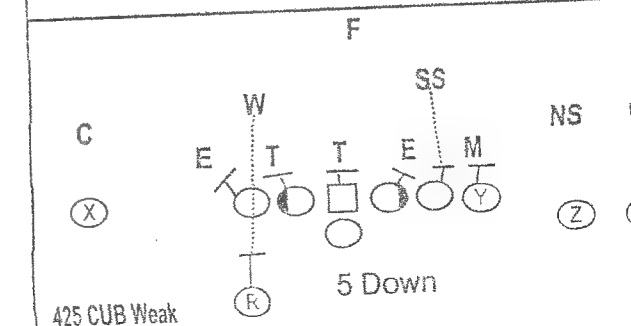
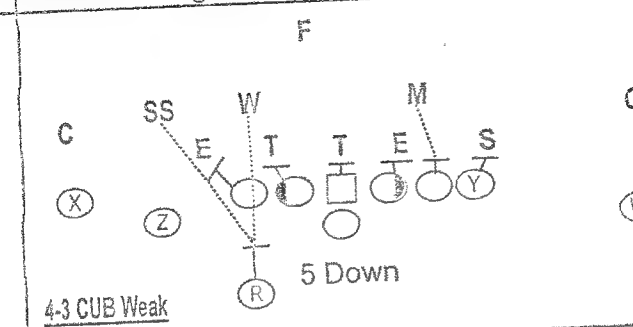
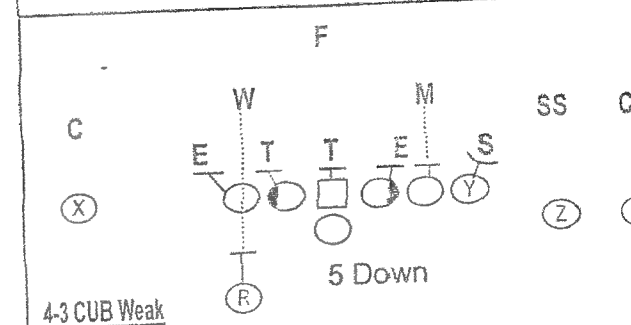
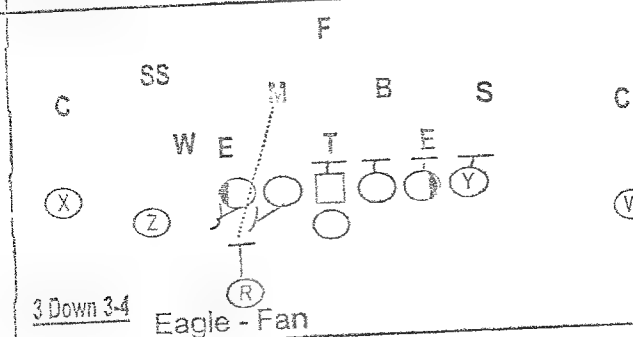
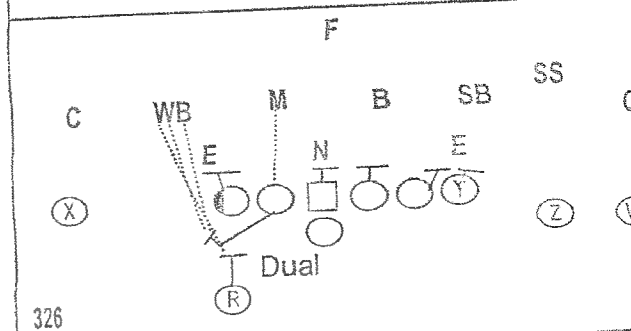
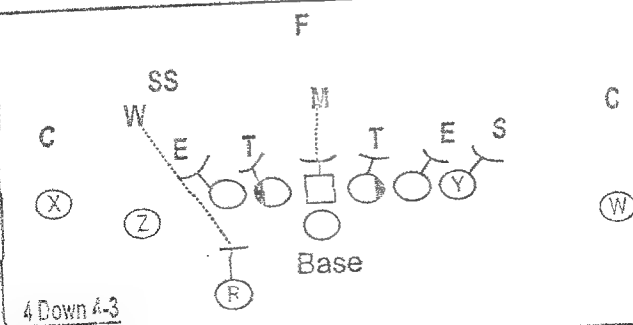
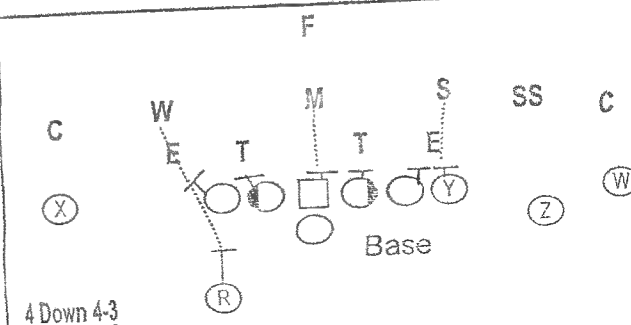
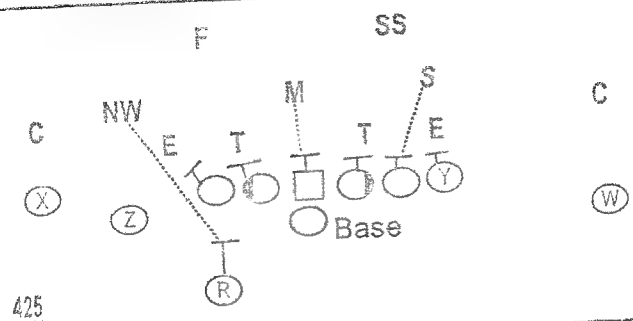
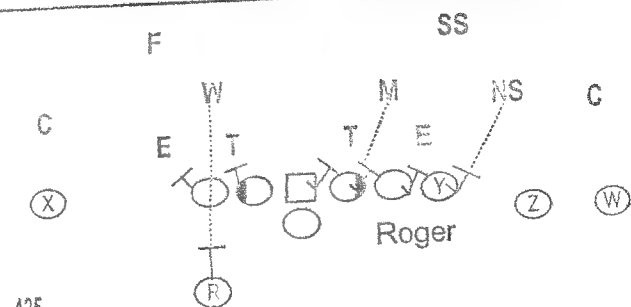


425 CUB Strong



# SUB 80/81 - 2 Wider

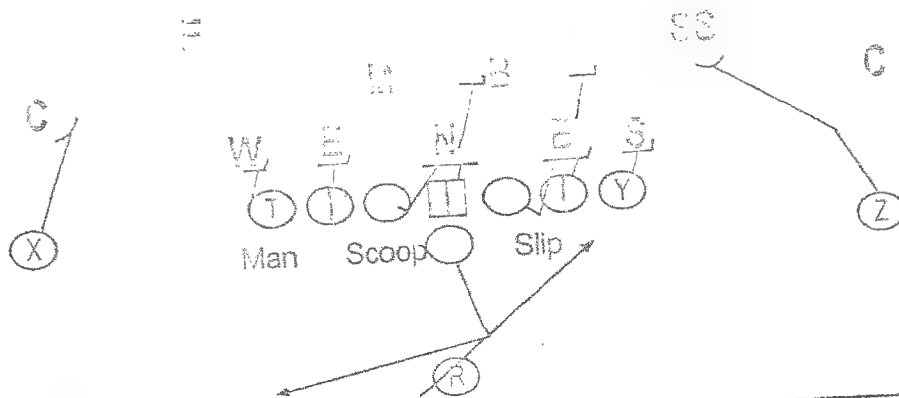
# SUB 80/81 - 2 Wide Slot



#

# RIDE 38-39 SLASH

## 34 Walk



O ON

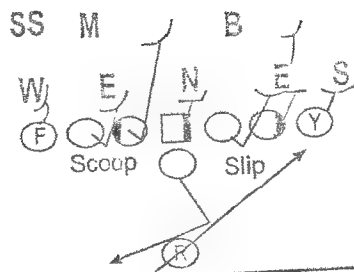
**Concept:** Slash Blocking Scheme that stretches the defense from a 1-Backset. O-Line will use the defense's momentum to create an alley. can be a Directional play going away from Safety, or to 3 technique.

Z	Block Force								
Y	Block Man Over #3.	Man	Triple	Out					
FRONTSIDE TACKLE	Block Man Over #2.	Slip	Triple						
FRONTSIDE GUARD	Block Man Over #1.	Slip	Bump						
CENTER	Block Man Over #0.	Slip	Bump	Scoop	Slug	Dumbo			
BACKSIDE GUARD	Block Man Over #1.	Scoop	Slug	Dumbo					
BACKSIDE TACKLE	Block Man Over #2.	Sift	Scoop	Dumbo					
X	Block Running Lane								
QB	Front Out 4 O'Clock Sprint to BC as deep as possible. Boot Away.								
BS Y/FB/T	Block Man Over #3.	Man	Moon	Danger	Hi-Lo				
RB	Dropstep, Pivot. Aiming Point inside Leg of TE								

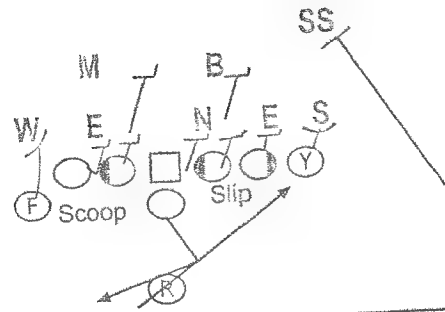


# RIDE 38-39 SLASH

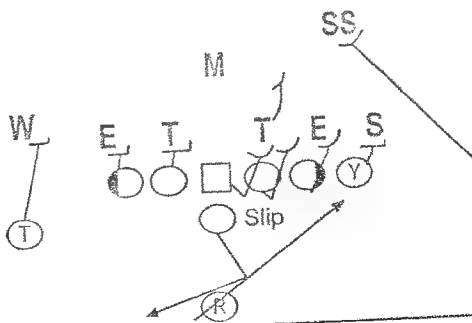
34 Under



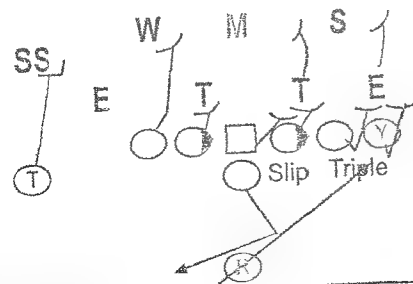
34/44



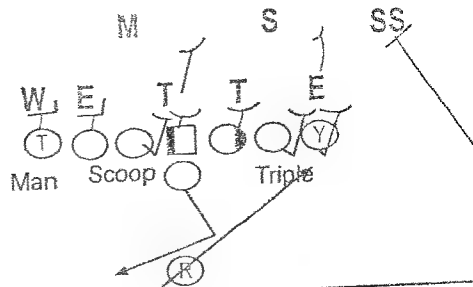
43 Walk



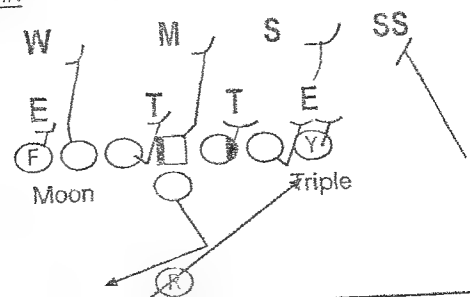
43 Stack



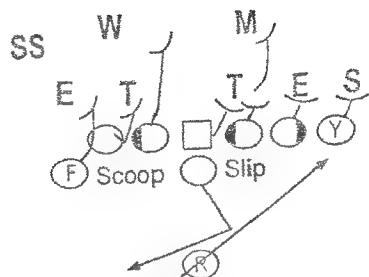
43 OV STK



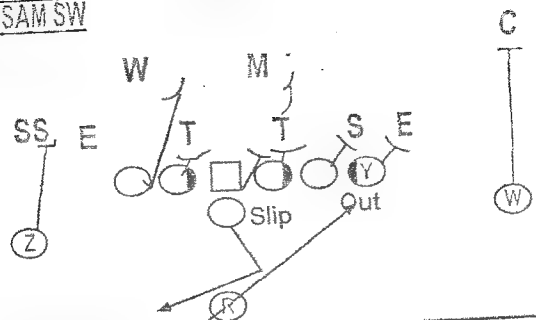
43 OV STK WIN



44 STG

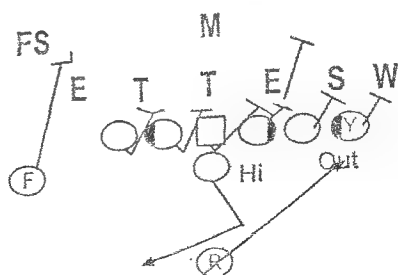


44 STG SAM SW

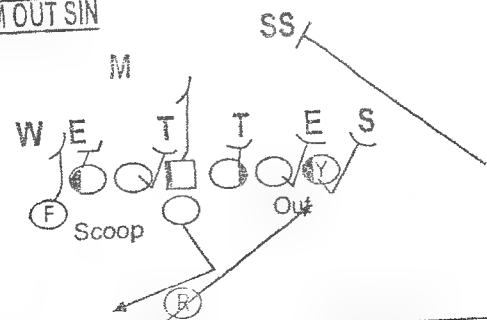


43 CUB WK

Alert Audible OUT

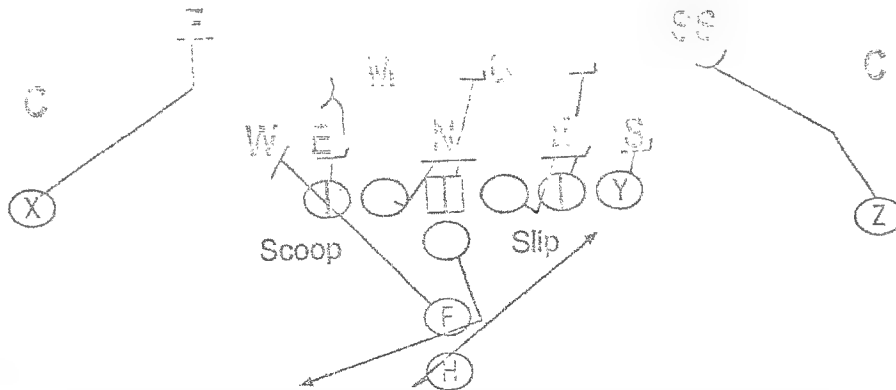


OV STK SAM OUT SIN



# RIDE 38-39 DIVIDE

34



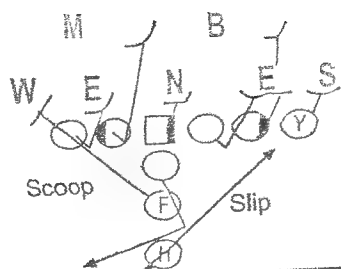
**Concept:** Slash Blocking Scheme that stretches the defense with Divide Action. O-Line will use the defense's momentum to create an alley.

Z	Block Force
Y	Block Man Over #3.      Man    Triple
FRONTSIDE TACKLE	Block Man Over #2.      Slip    Triple      Straight
FRONTSIDE GUARD	Block Man Over #1.      Slip    Bump
CENTER	Block Man Over #0.      Slip    Bump      Scoop      Slug    Dumbo
BACKSIDE GUARD	Block Man Over #1.      Scoop      Slug    Dumbo
BACKSIDE TACKLE	Block Man Over #2.      Sift    Scoop      Dumbo
X	Block Running Lane
QB	Front Out Get Ball deep to HB. Boot Away.
FB	Block Backside EMOL when "Divide" term is used.
HB	Dropstep, Pivot. Aiming Point Inside Leg of TE

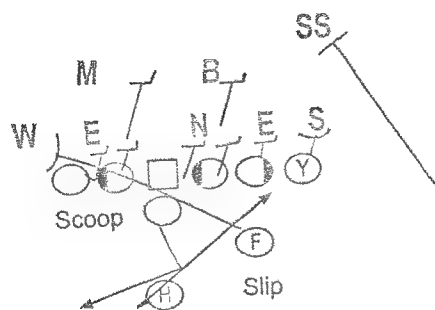


# RIDE 38-39 DIVIDE

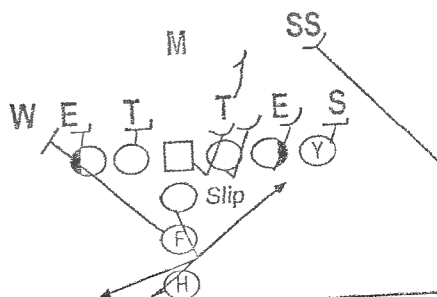
34 Under



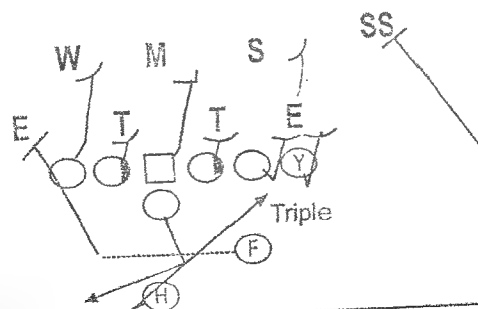
34/44



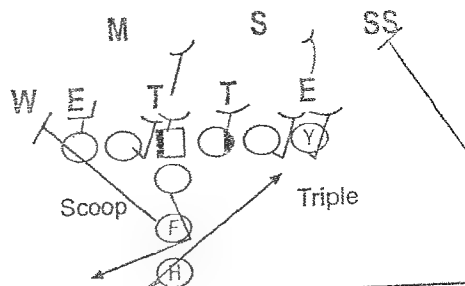
43



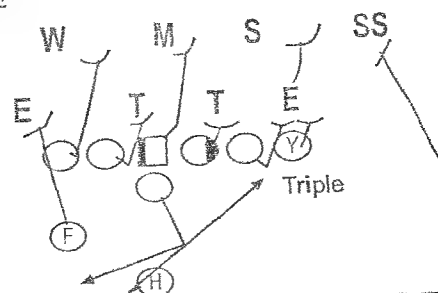
43 Stack



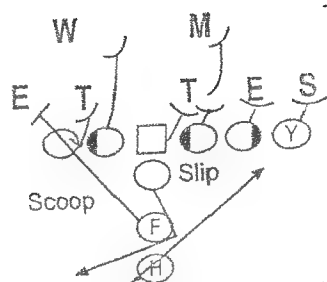
43 OV STK



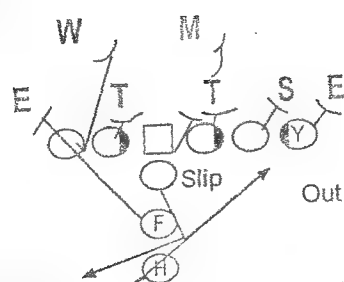
43 OV STK WIN



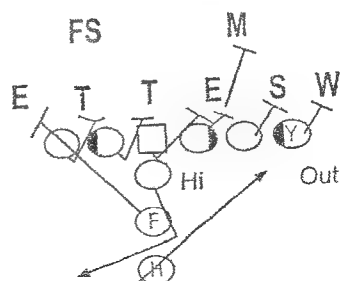
44 STG



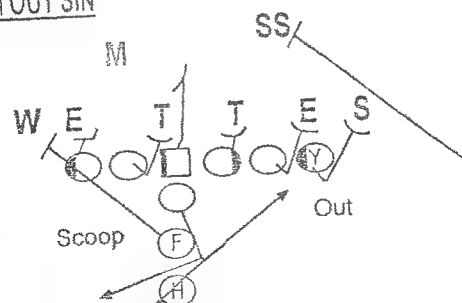
44 STG SAM SW



43 CUB WK



OV STK SAM OUT SIN

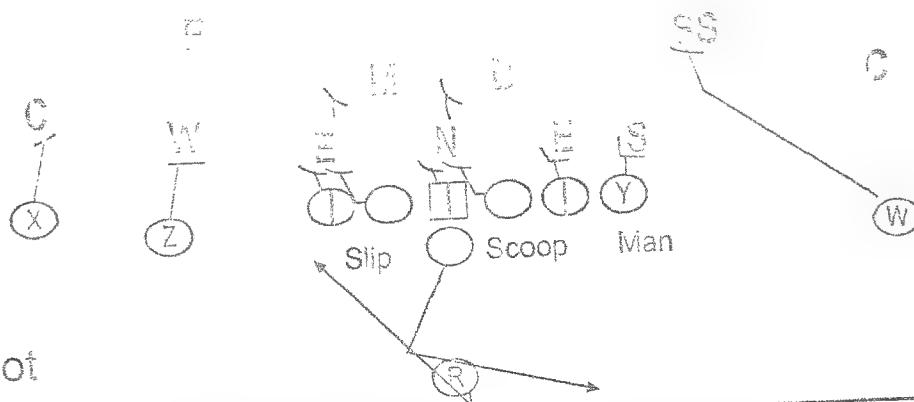


2003 TEXANS OFFENSE

Offense  
29

# (Pkg) RIDE 39-38 BLUNT

34



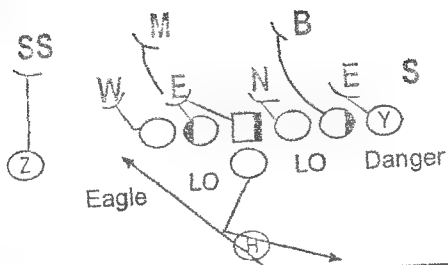
0 Wide Slot

**Concept:** 1-Back Slash Blocking Scheme that stretches the defense away from the TE.  
Audible vs an Overhang. Package with Strongside Run or Pass.

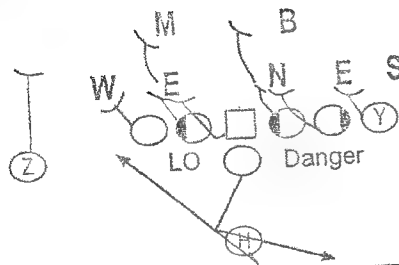
Z	Block Man On.				
Y	Block Man Over #3.	Moon	Danger	Alert Hi - Lo	
FRONTSIDE TACKLE	Block Man Over #2. Do Not Count man over detached Receiver Make Hi-Lo Call vs Overload	Slip			
FRONTSIDE GUARD	Block Man Over #1.	Bump	Slip	Dumbo	Hi-Lo
CENTER	Block Man Over #0. Hi-Lo vs 4 Man Overload	Slip	Bump	Scoop	Slug
BACKSIDE GUARD	Man Over #1	Scoop	Slug	Hi-Lo	Danger
BACKSIDE TACKLE	Man Over #2	Scoop	Slug	Man	Moon Danger Hi-Lo
X	Block Man On				
QB	Front Out Get Ball deep to HB. Boot Away.				
W	Block Running Lane				
HB	Dropstep, Pivot. Aiming Point Inside Leg of Ghost TE				

# RIDE 39-38 BLUNT

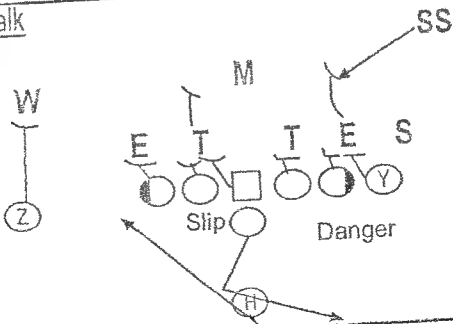
34 Under



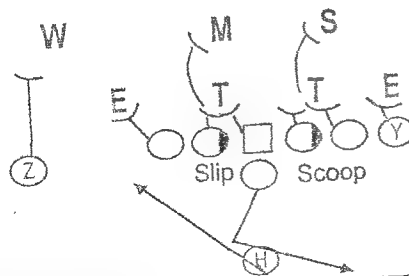
34/44



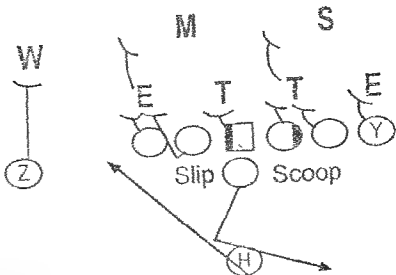
43 Walk



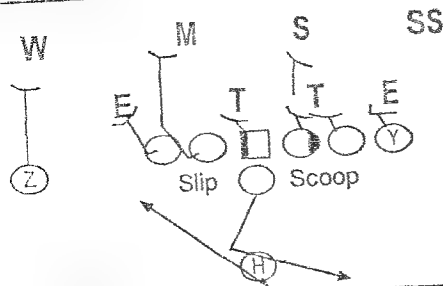
43 Stack Walk



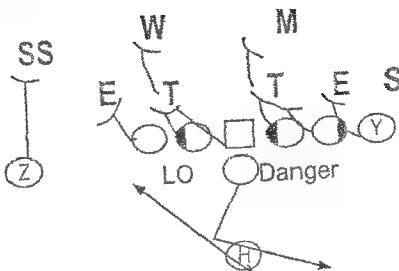
43 OV STK



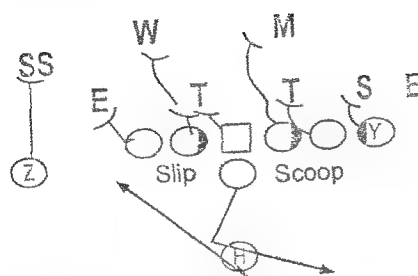
43 OV STK Walk



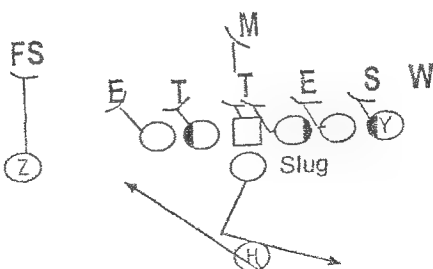
44 STG



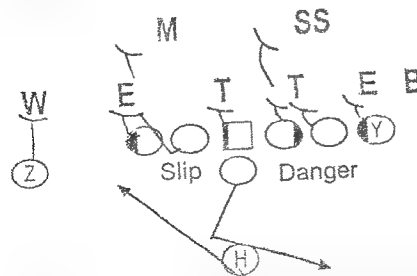
44 STG SAM SW



43 CUB WK



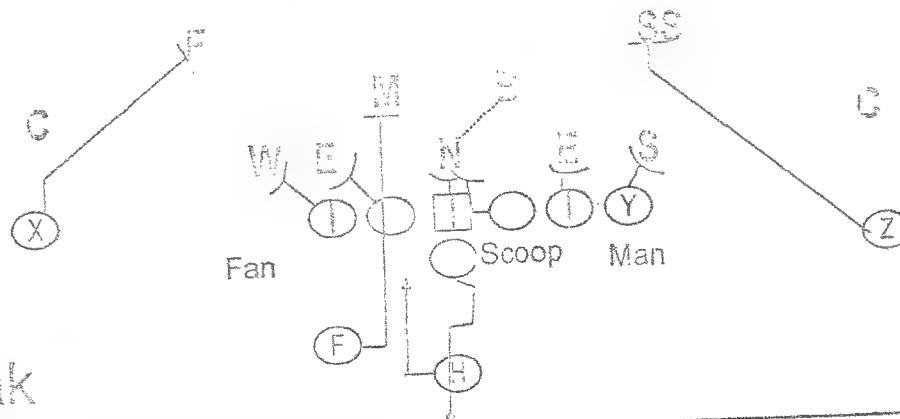
OV STK SAM OUT SIN



# H - 45/44 LEAD

34

0 Weak

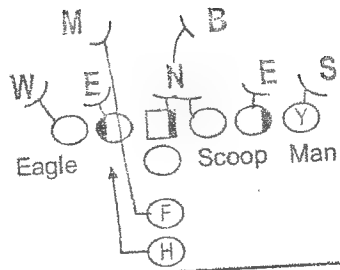


**Concept:** Weakside Lead Draw Concept. (Bob Blocking)  
Automatic Eagle Adjustment  
43 Rules- OL/TE - Block 4 DL + Mike + Sam  
34 Rules- OL/TE - Block 4 DL + Mac/Buc/Sam Alert "Eagle"  
FB Blocks WLB

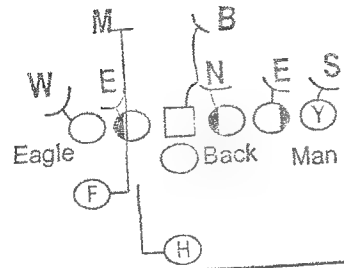
Z	Block Running Lane.
Y	Block Sam LB Alert Man Call if Sam too far Inside, Block #3
FRONTSIDE TACKLE	Big on Big. Eagle adjust 34 Defense #2 on LOS (Gameplan) (Hip Tap)
FRONTSIDE GUARD	Big on Big. Eagle adjust 34 Defense #1 on LOS (Hip Tap)(Gameplan) Slip Man
CENTER	Big on Big. Make calls to Block 2nd LB position Callside. Scoop Fold Man
BACKSIDE GUARD	Big on Big. Scoop Fold Man
BACKSIDE TACKLE	Big on Big. Block DE Slip Man Danger
X	Block Force
QB	Show 5 step drop and give ball to Ball Carrier.
FB	Slide Step, key man over FST, block play side LB. Alert Eagle Adjust, Hip Tap by OT
EC	Slidestep to Mesh Point, key man over FST to next down man Inside

# H 45-44 LEAD

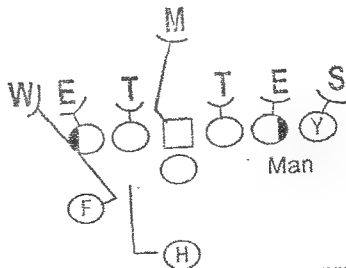
34 Under



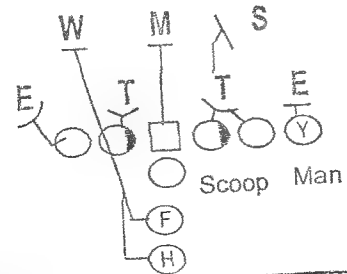
34/44



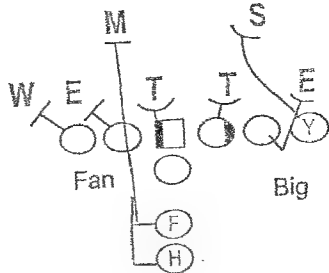
43



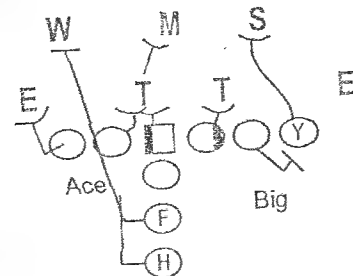
43 Stack



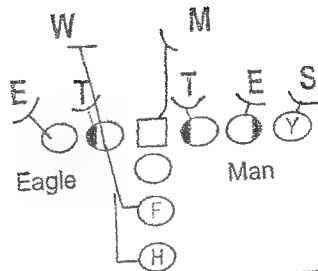
43 OV STK



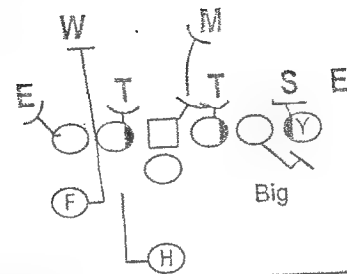
43 OV STK WIN



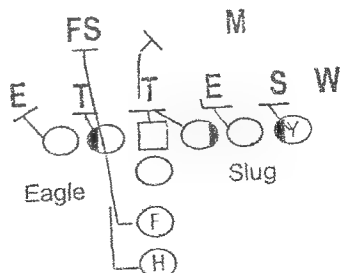
44 STG



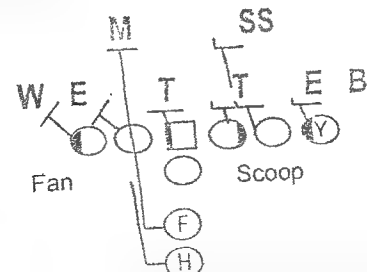
44 STG SAM SW



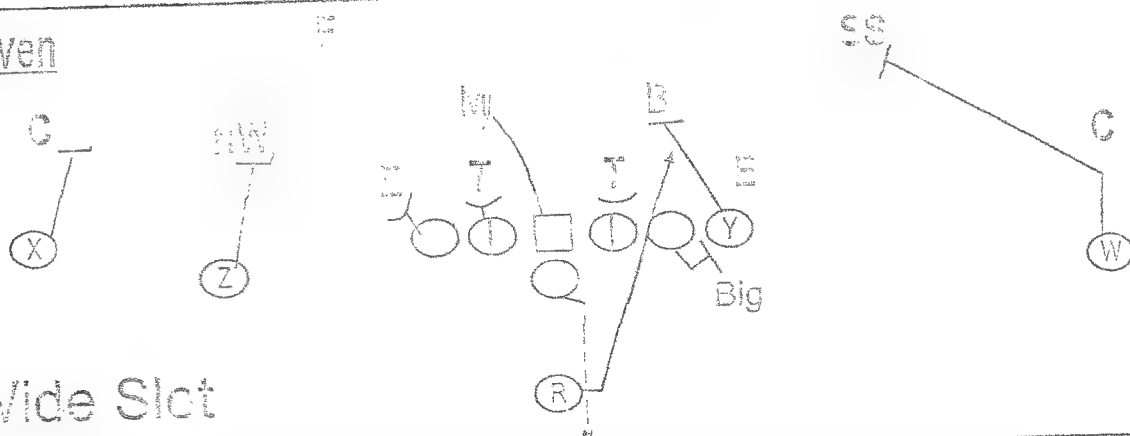
43 CUB WK



OV STK SAM OUT SIN



100-443887-100



# 0 Wide Slot

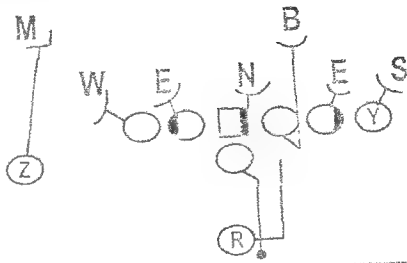
**Concept:** Single Back Draw to TE side. Only good vs 6 in the Box. Check Pass vs 7 in Box. OL has Big on Big Concept and TE has 1st LB position.  
(Max Splits)

Z	Block Man ON
Y	Block Sam LB. If Stacked, Big Call. If Sam too far Inside, Man Call, Block #3
FRONTSIDE TACKLE	Big on Big    Block DE.    Alert Deuce/Ed    Man    Danger Note: Be sure TE knows who Mike is
FRONTSIDE GUARD	Big on Big    Deuce/Ed    Ace    Fold    X Note: Be sure TE knows who Mike is
CENTER	Big on Big    Make calls to block 2nd LB Position in 4 Down looks Possible Fold or Scoop vs 3 Down Looks,    Slug    Man Note: ID Mike - Make Sure TE is aware
BACKSIDE GUARD	Big on Big    Slip    Man    Fold    X
BACKSIDE TACKLE	Big on Big    Sift #3 LB Position
X	Block Man On
QB	Show 5 step drop and give ball to ball carrier
W	Block Force
RB	Drawset; Draw read 1st man past Center

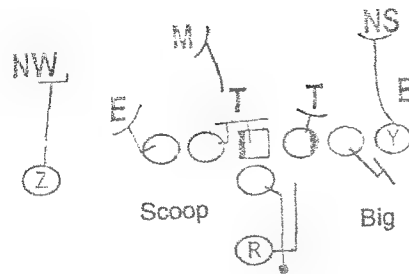


# 40-41 TED

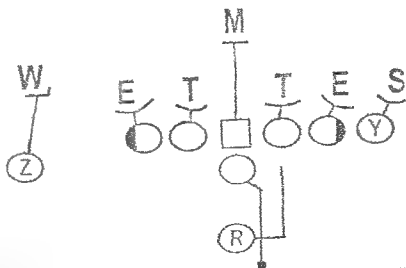
34 Under



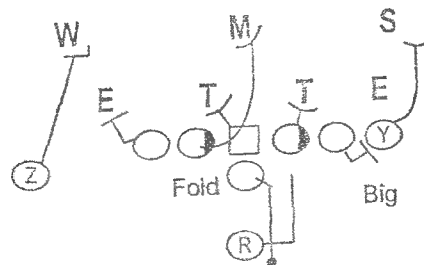
416 Over



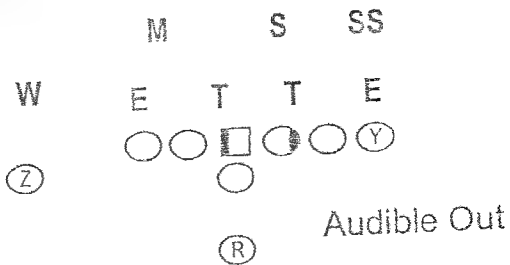
43 Walk



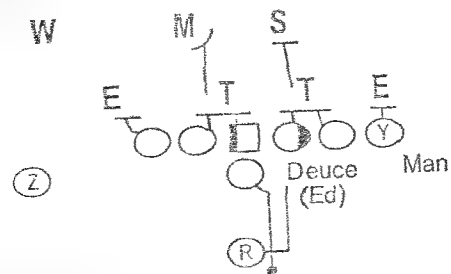
43 Stack



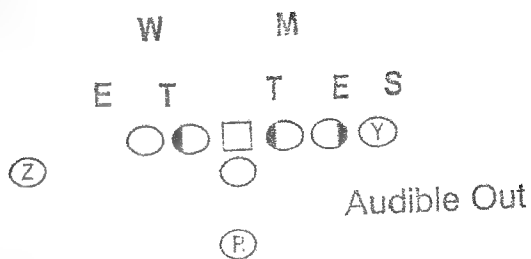
43 OV STK



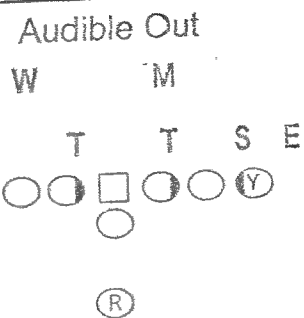
43 OV STK WIN



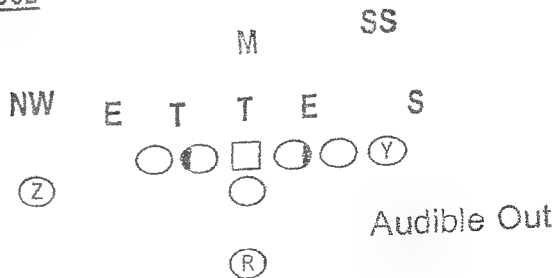
44 STG



44 STG SAM SW

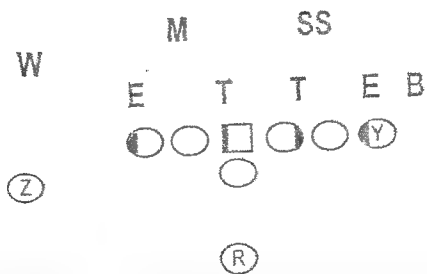


416 CUB



OV STK SAM OUT SIN

Audible Out



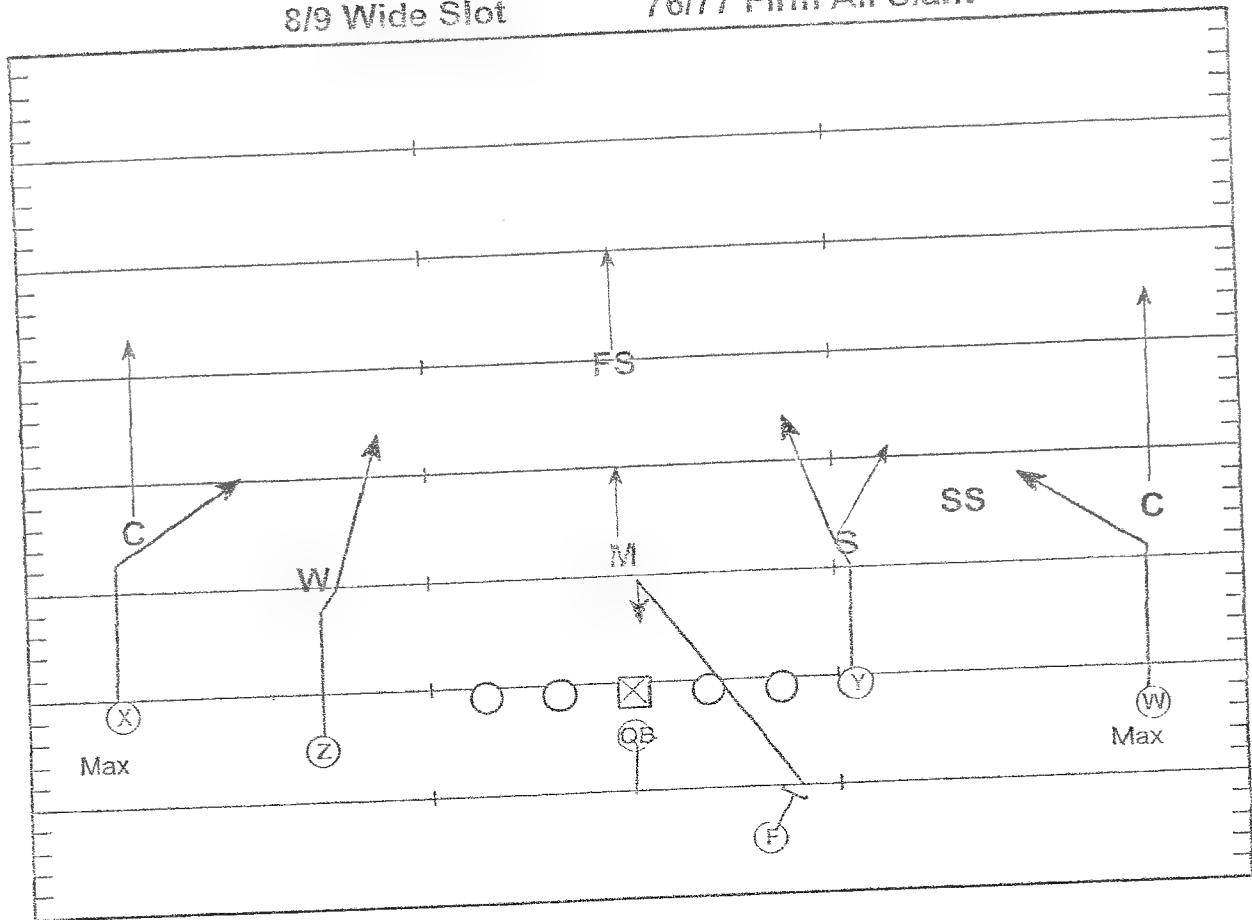
# Houston Texans

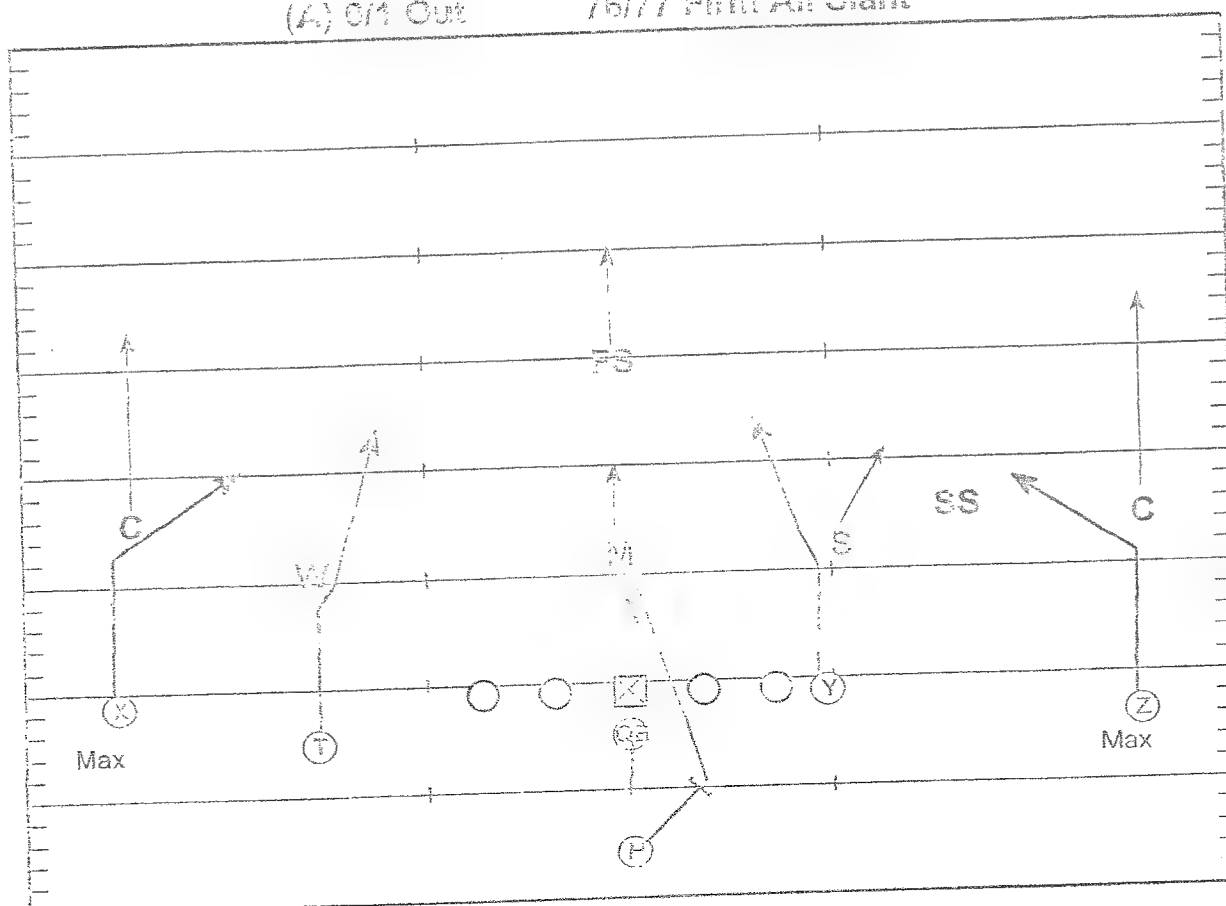


## Pass Game

8/9 Wide Slot

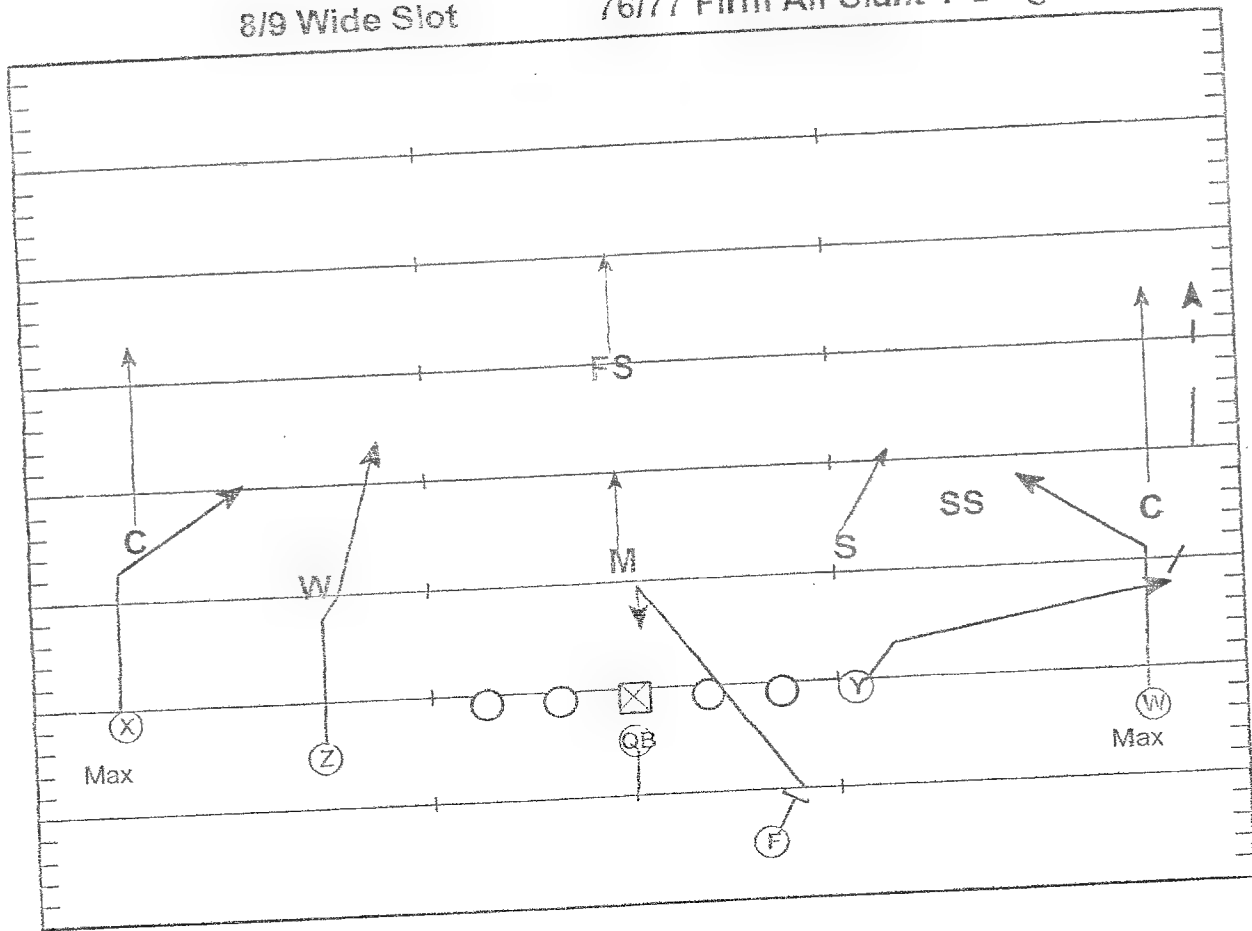
76/77 Firm All Slant



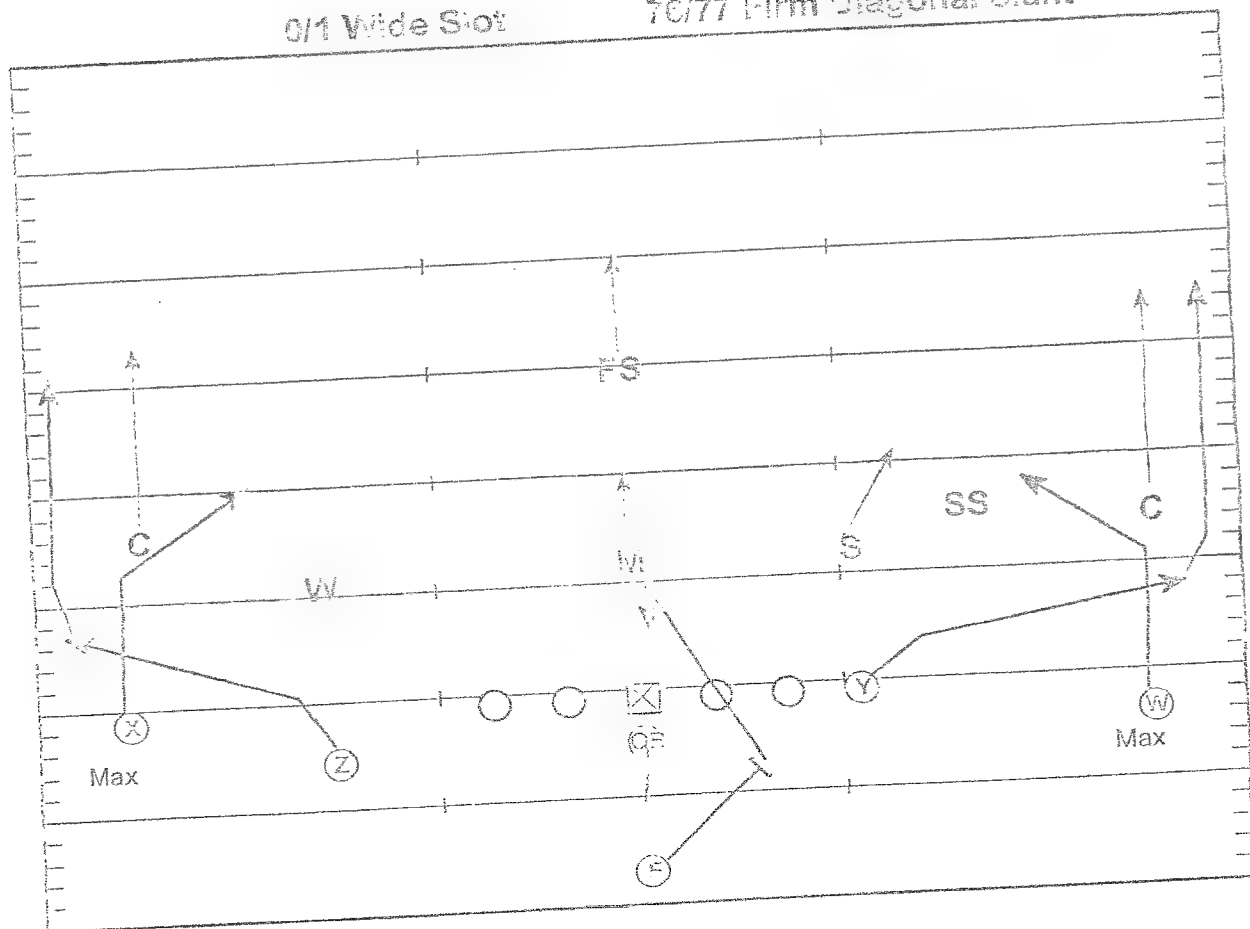
[illegible]

8/9 Wide Slot

76/77 Firm All Slant Y-Diagonal

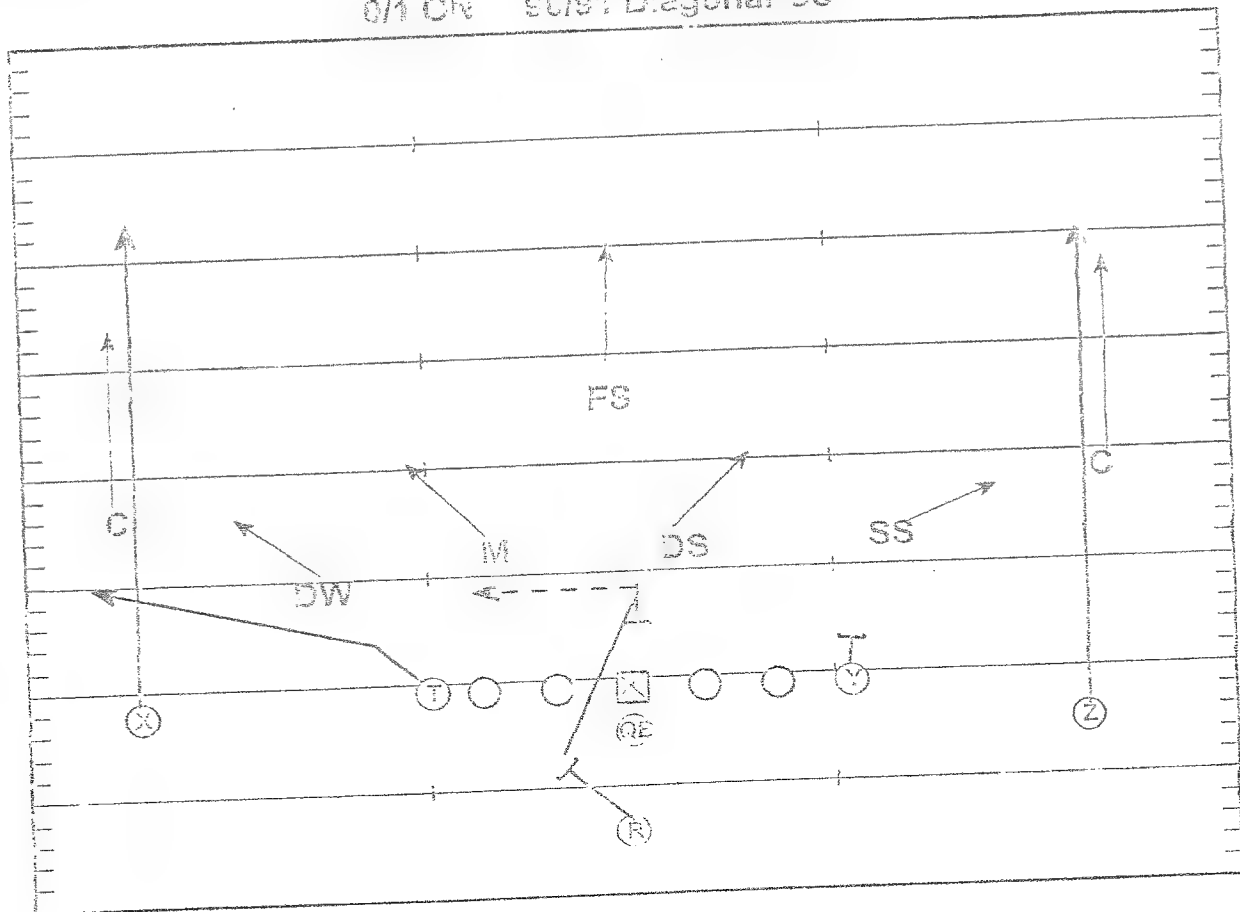


76/77 Firm Diagonal Slant



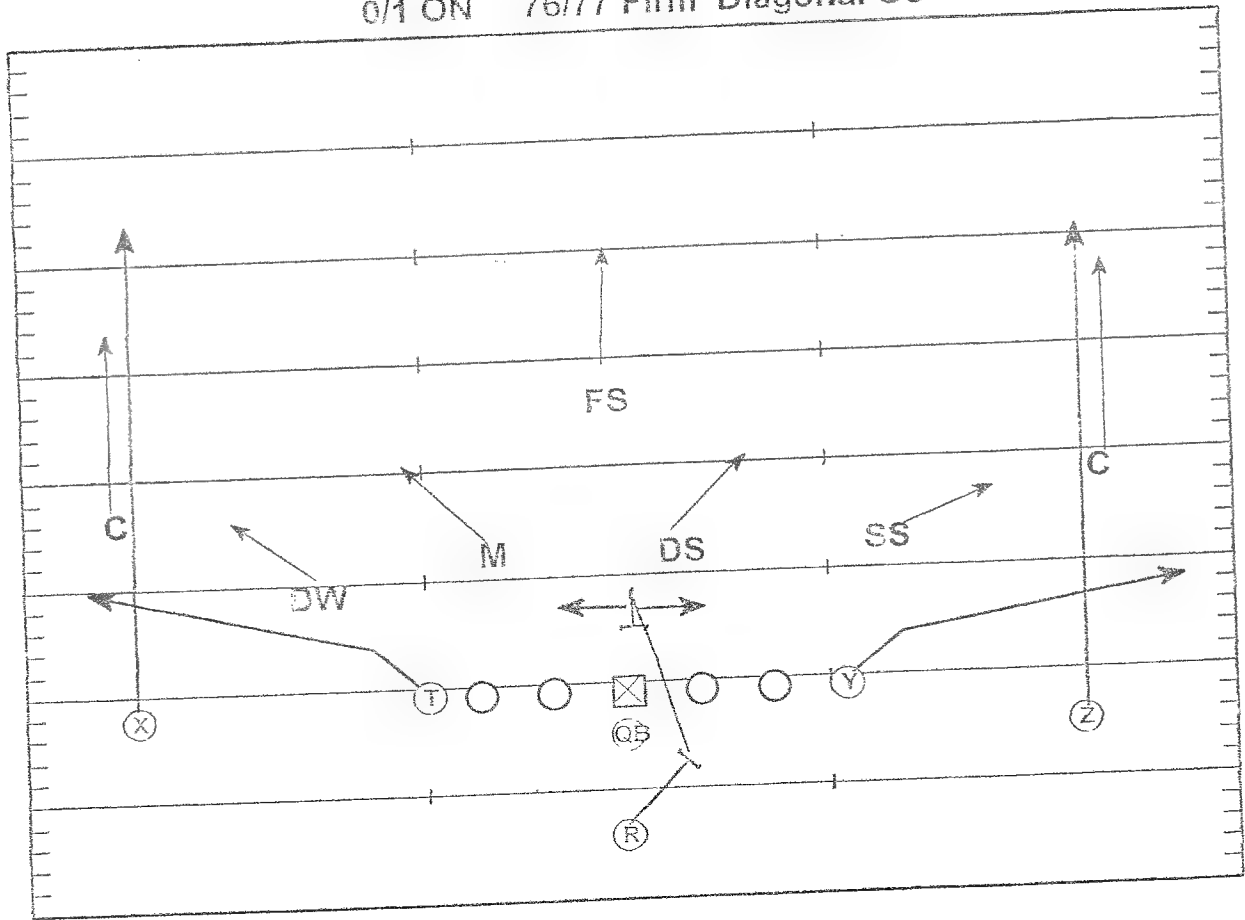


0/1 CH SC/91 Diagonal Co



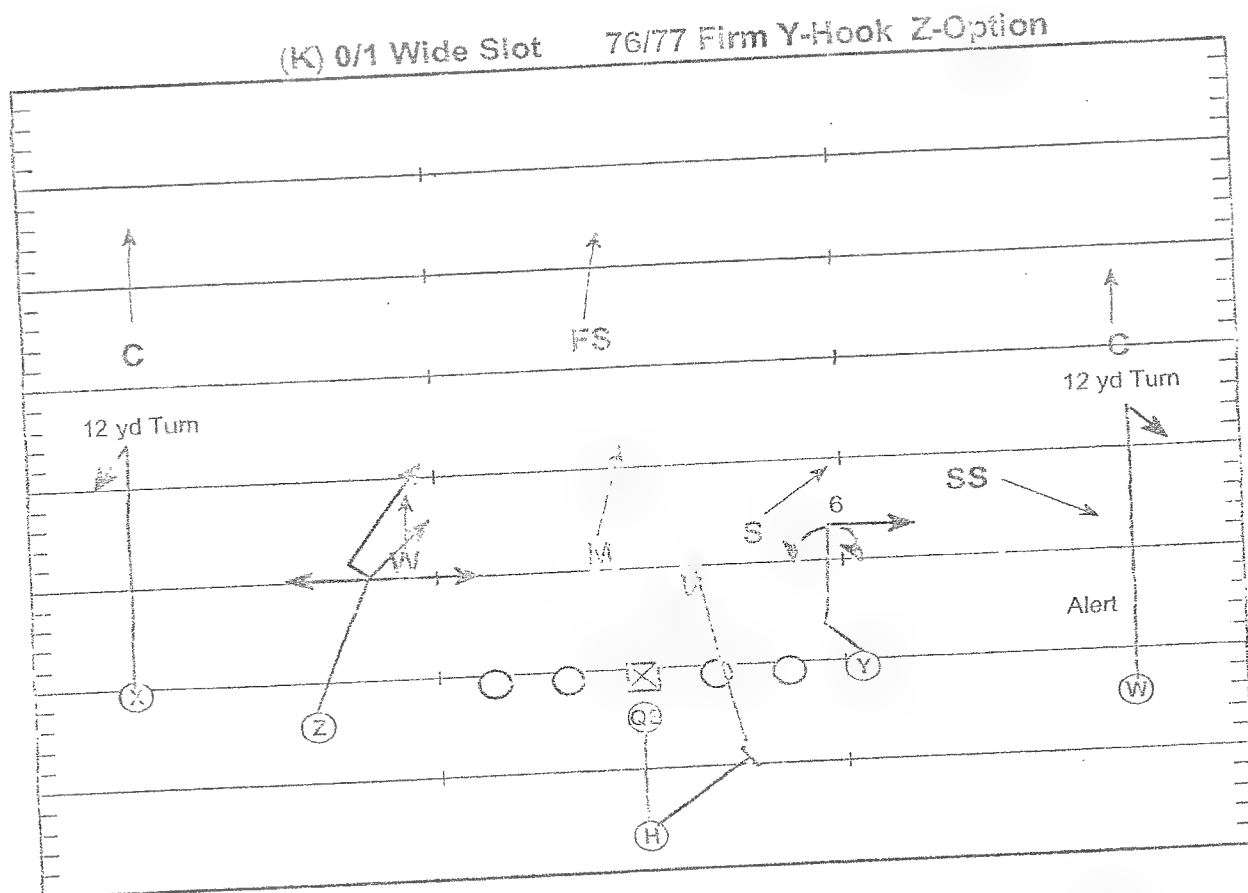


# 0/1 ON 76/77 Firm Diagonal Go



THE OPTION PACKAGE  
THESE PLAYS WILL BE RUN FROM MULTIPLE FORMATIONS.  
PROTECTIONS 76/77 Firm AND 76/77 Firm Scat

CONCEPT  
3 Step Route with Z (X) Running a GET OPEN at 6 yds. The opposite inside receiver will run a hook with both outside receiver's running 12 yard Turn Routes.



QB: 3 step drop. Read Z (X) on the Option. If Zone he will hook up in Open Area  
If man, he can break outside or hook inside. If Option is Doubled, Read Hook to Go's  
Outside. Vs Cover 2, Possible Post.

X: Maximum split. Execute a 3 step Go Route. Outside Release vs Cover 2, 2 Man or  
Press

Z: Seam Split – Execute Option Route

Y: Execute Hook Route at 6 yds.

W/T/F/H: Execute Flat-Wheel from Flood Position. Execute Go Route from Wide Align.

R: Block Protection, N/T Check Middle

## RULES

Call Protection, call Option.

## PLAY CALL MECHANICS

### 76/77 Firm Protection (Possible Scat)

1. Call Receiver to Run 6 yd Option.
2. The inside receiver opposite the Option will run a 6 yd Hook.
3. Both Outside Receiver's will run Turns. If Flood position, Flat Wheel.
4. The Receiver to the Option side must release outside vs Cover 2, 2 Man, or Press.
5. The protection receiver will protect. N/T, check Middle.

## VARIATIONS

H/F Option = 5 to 7 step drop (No Firm). Changes Routes of other receivers. Hots and Sight Adjusts now apply.

## PLAYS

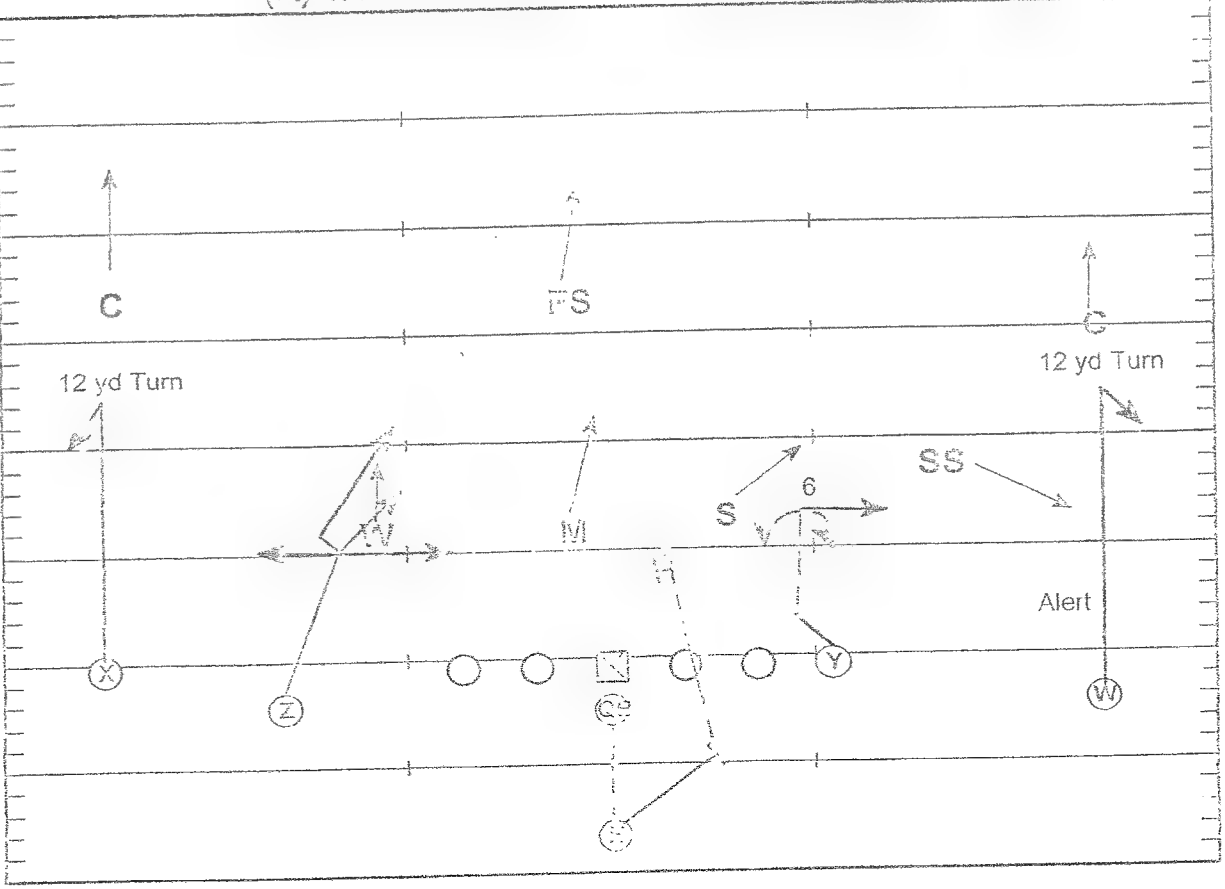
0/1 Wide Slot	76/77 Firm Y-Hook Z-Option
0/1 Wide Over	76/77 Firm Y-Hook X-Option
0/1 Flood Slot	76/77 Firm Y-Hook Z-Option
0/1 Out	76/77 Firm Y-Hook T-Option

## HOT/SIGHT ADJUSTMENTS

Firm = No Sights. Everyone Alert for ball Quick



## 76/77 Firm Y-Hook Z-Option



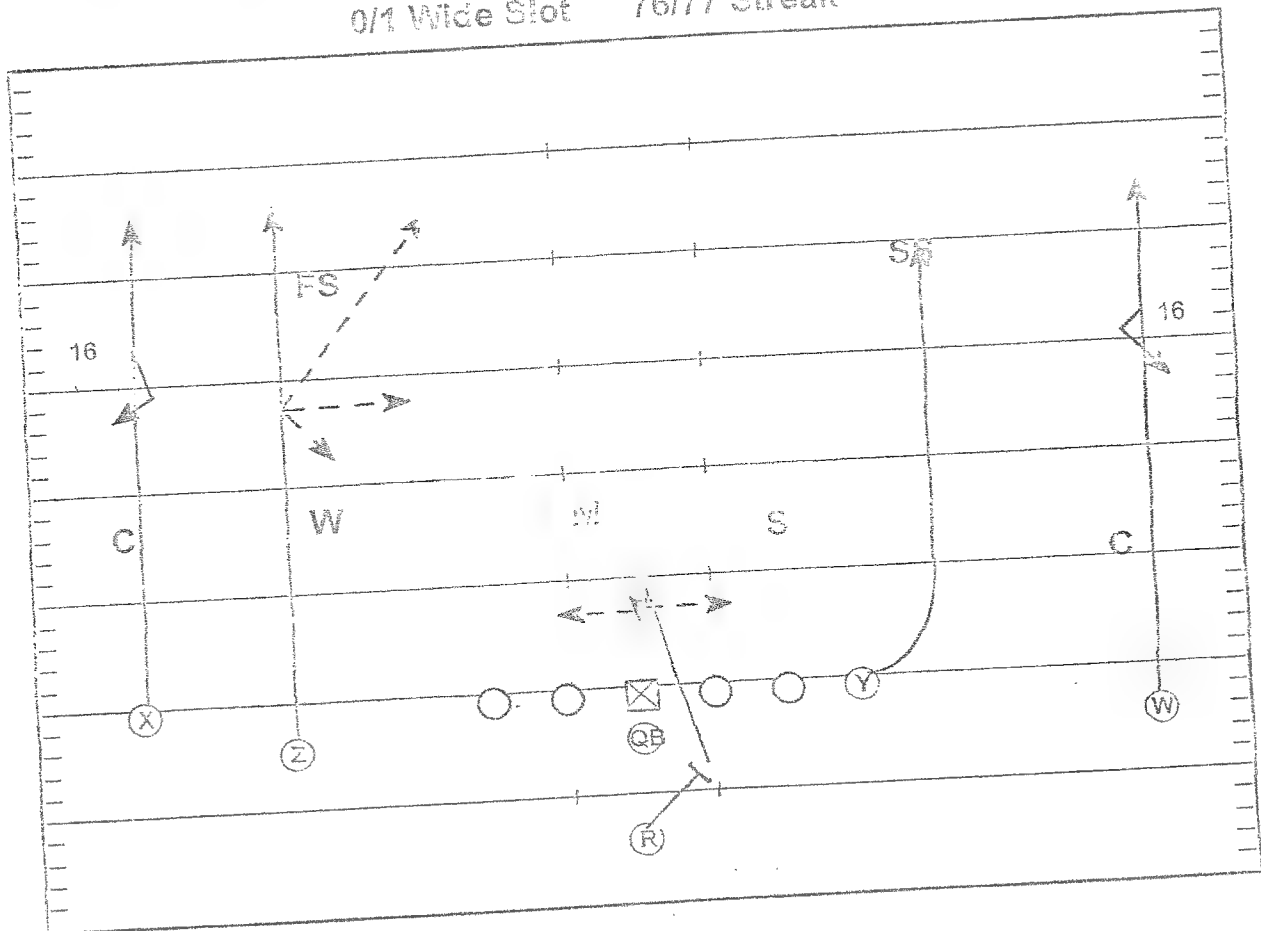
## THE STREAK PACKAGE

These plays will be run from multiple formations.  
 Protections: 62/63, 76/77

### CONCEPT

Route Designed to get 4 verticals vs 3-Deep Coverage. The 2 Outside Receivers and Receiver with "Streak Read" have adjustment to beat coverage that takes away vertical route.

0/1 Wide Slot      76/77 Streak



### PLAY MECHANICS TO 2-2 SET

1. Call the Streak. The two receivers away from the TE will be considered Weak Side.
2. The two receivers to the TE side are considered Strong side.

### RULES OF WEAKSIDE RECEIVERS

1. Outside Receiver vs. Off Coverage – If you can run by the defender within 12 yards, run a Go. If not by defender within 12, hook up at 16 yards, working back down the stem to the outside. Go vs. 2 Cover or Press.
2. Inside Receiver – Run Streak Read – run through vs. a single high Safety who is less than 5 yards or working away from you, or vs. a 2 high Safety (or Corner) who is less than 5 yards. If 2 high Safety (or Corner) is high and wide take post. If your read doesn't allow you to continue on seam (or post), sit at 12-16 yards vs. zone, snap inside vs. man.

### RULES OF STRONGSIDE RECEIVERS

1. Outside Receiver – Same as Outside Receiver Weak
2. Inside Receiver – Run a Seam – No Conversions

### BACK RULES

The protection Back ( R ) will block protection rules first. N/T, run a check down. Stay on the move vs. Man, to the streak side.

### PLAY

0/1 Wide Slot 76/77 Streak  
0/1 Wide Slot 76/77 Streak X Shallow  
0/1 Wide Slot 76/77 Streak Y Shallow  
0/1 Wide Slot 76/77 Streak W Shallow

### HOT/SIGHT ADJUSTMENTS

Regular 62/63, 76/77 Hot Rules

FS + 1 Weak = SA

SS + 1 Strong = Hot (Possible Sight Adjust if in 3-1 Set)

Sam + Mike/Buck = Hot

CUB = 2 Off the TE

### VARIATIONS = SHALLOW

A Receiver may be called into a Shallow Route. He will take 3 steps or 5 yards up field and then come underneath at a depth of 5 yards. He can sit down, stay on the move or return. (i.e.: 76 Streak X Shallow)

The protection Back will block protection first. N/T, run a Wide.

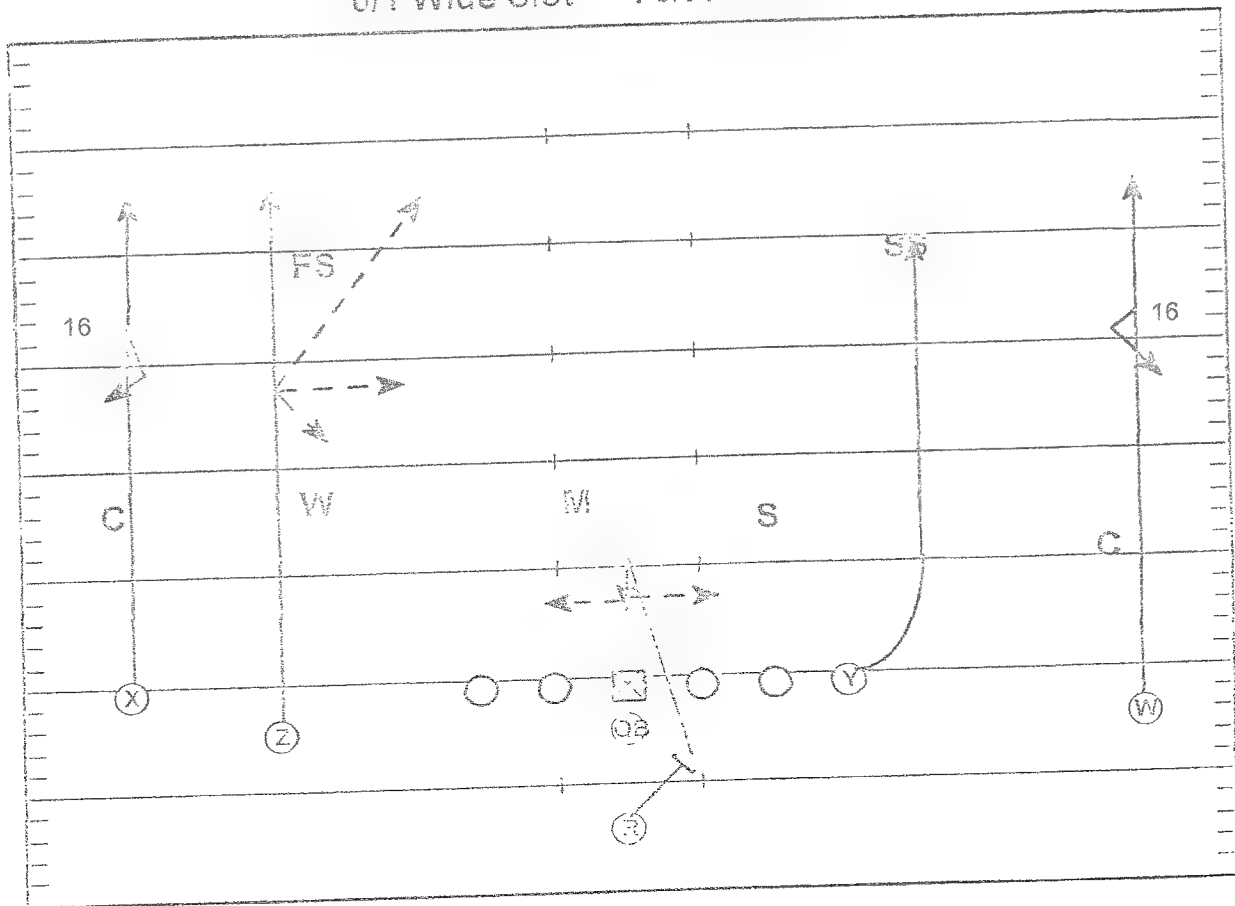
### SWITCH

The weak side receiver will Switch Streak reads.

### PROTECTION RULES

The protection Back will block protection first, N/T, run a Check Down.

## 0/1 Wide Slot 76/77 Streak



QB: 7 to 5 Step Drop - vs. Post Safety - Seam to Outside to Back  
Vs. Cover 2 -- Read 3 on 2 Ball

X: Maximum Plus Split - Execute Outside Streak Read

Z: Z Seam Alignment - Execute Streak Read

Y: Execute a Seam

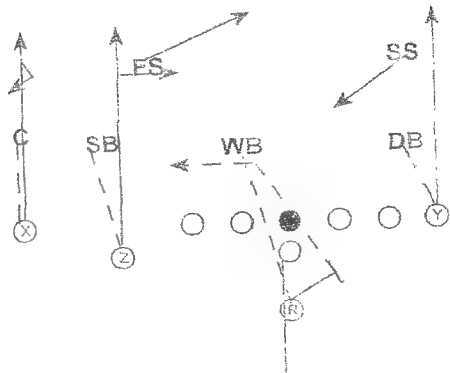
W: Maximum Plus Split – Execute Outside Streak Read

R: Block Protection Rule – N/T Execute a Check Down

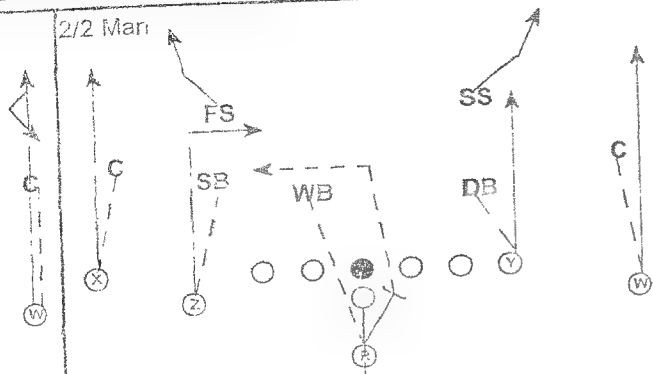
FORMATIONS: 0/1 Out, 0/1 Wider Z Fly

# 0/1 WIDE SLOT 76/77 STREAK

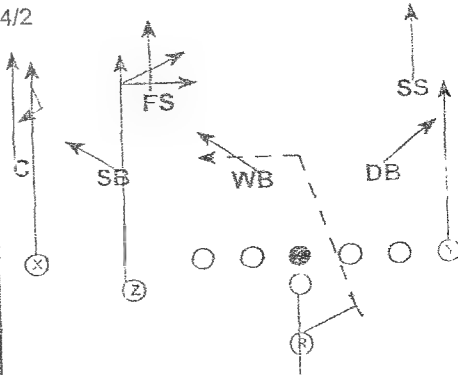
1 Free/1 Robber



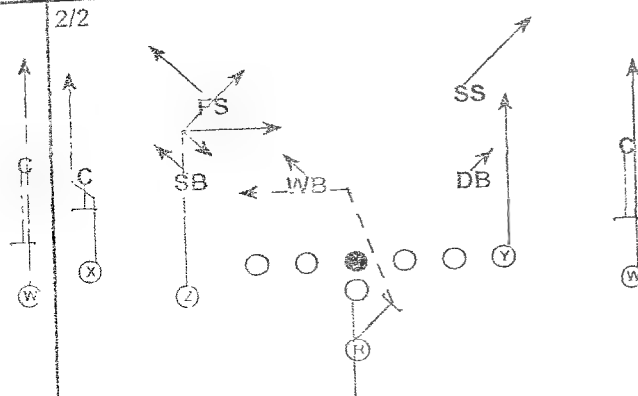
2/2 Man



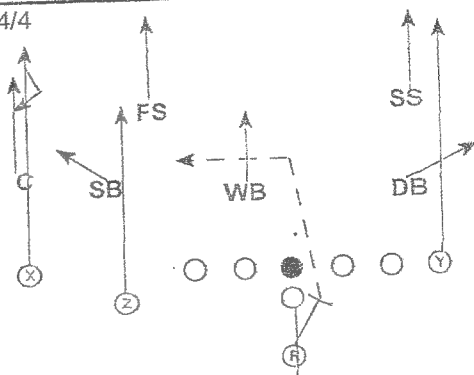
4/2



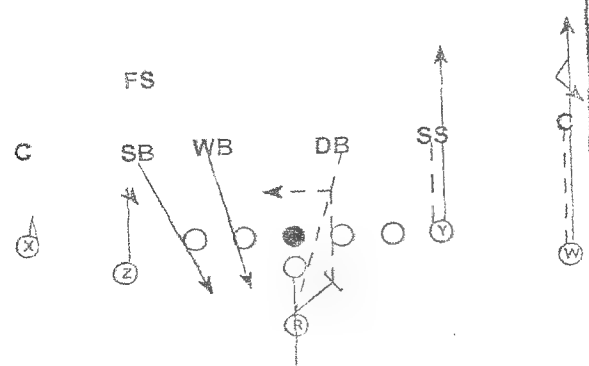
2/2



4/4



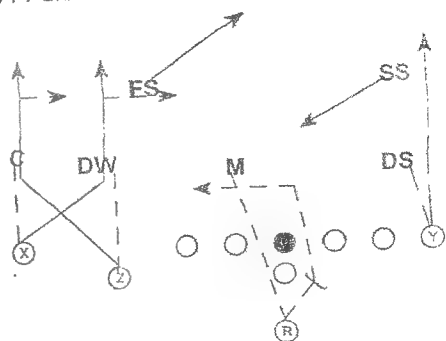
Blitz 0/0



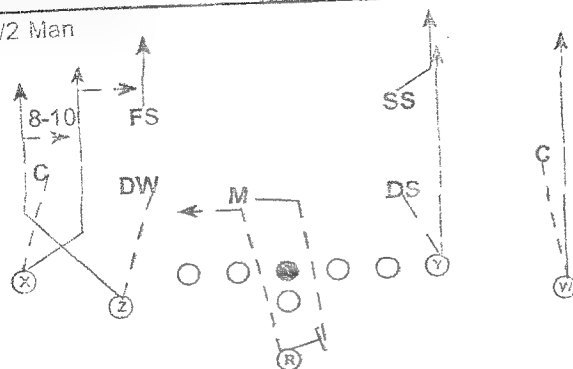


# 0/1 WIDE SLOT 76/77 SWITCH

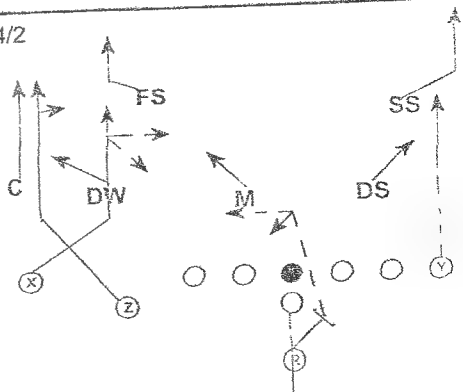
1/1 Funnel



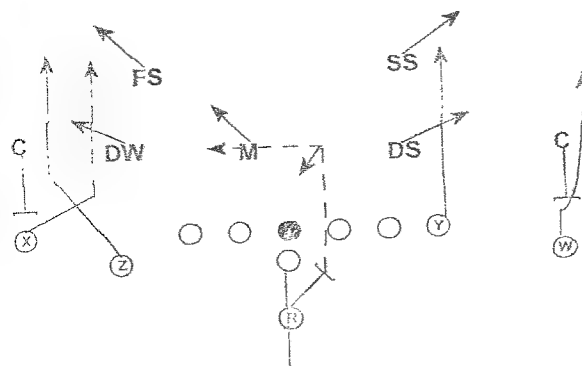
2/2 Man



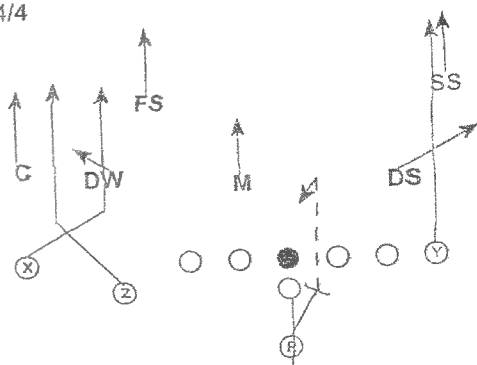
4/2



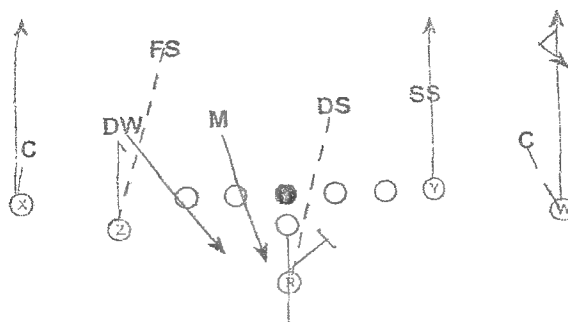
2/2



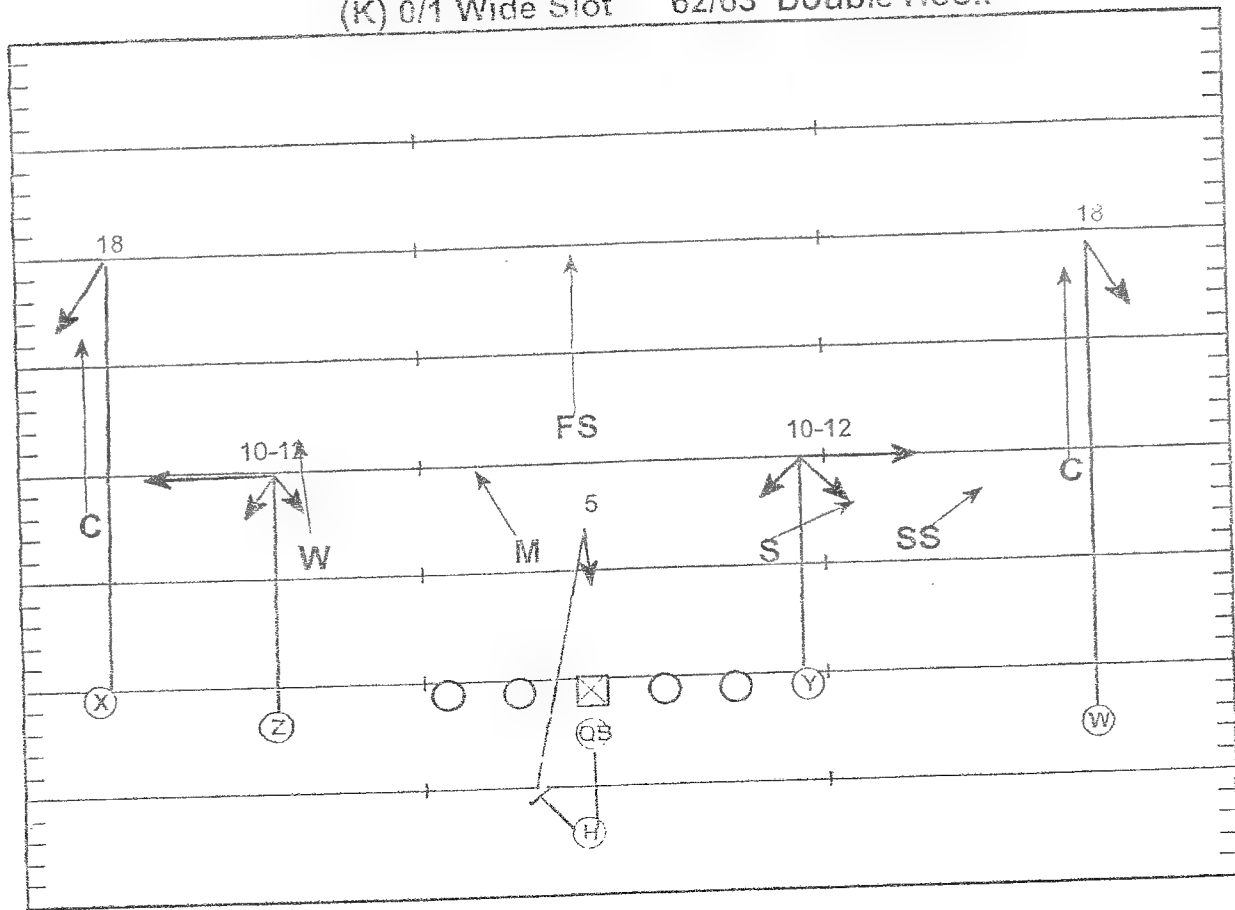
4/4



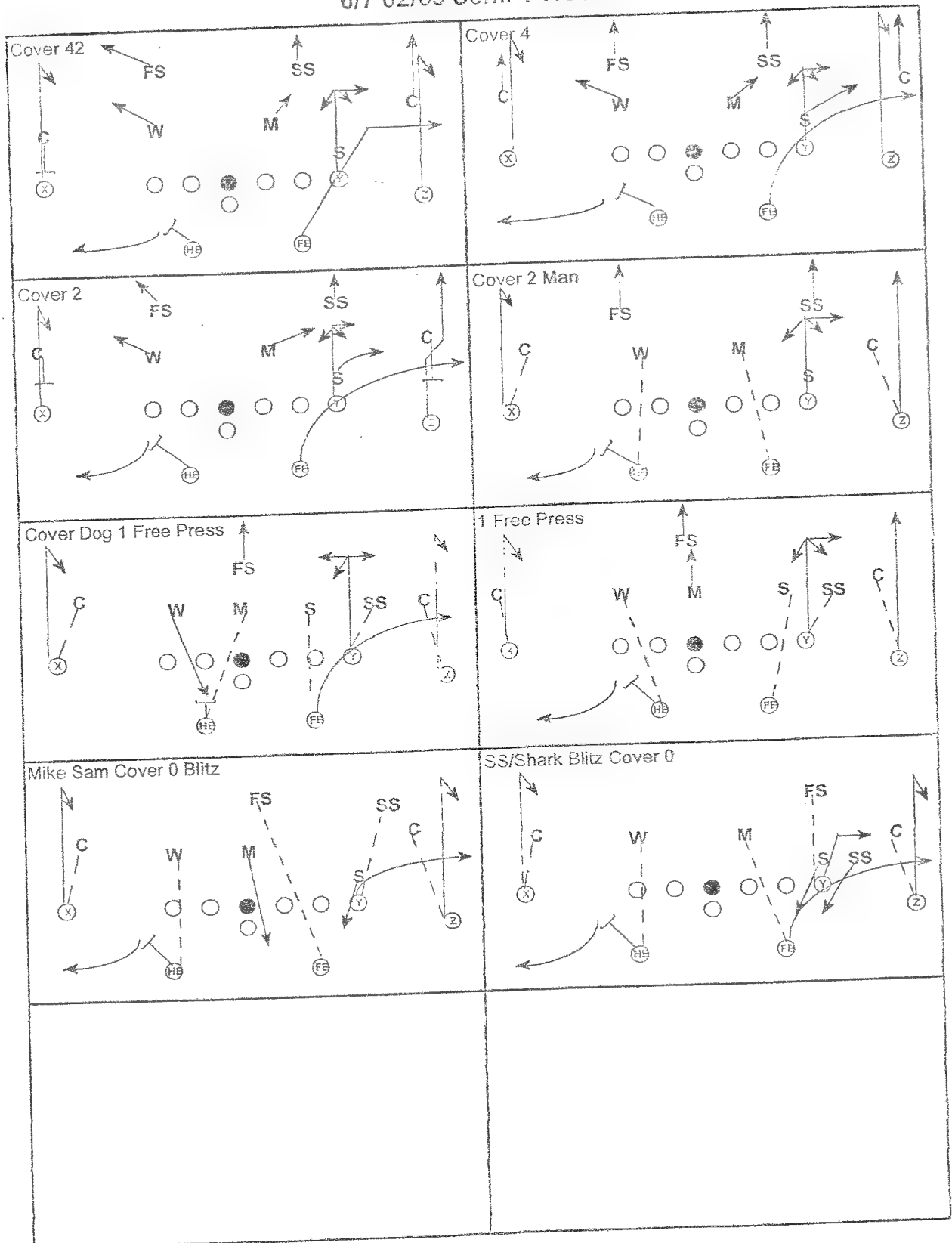
Blitz 0/0



(K) 0/1 Wide Slot 62/63 Double Hook

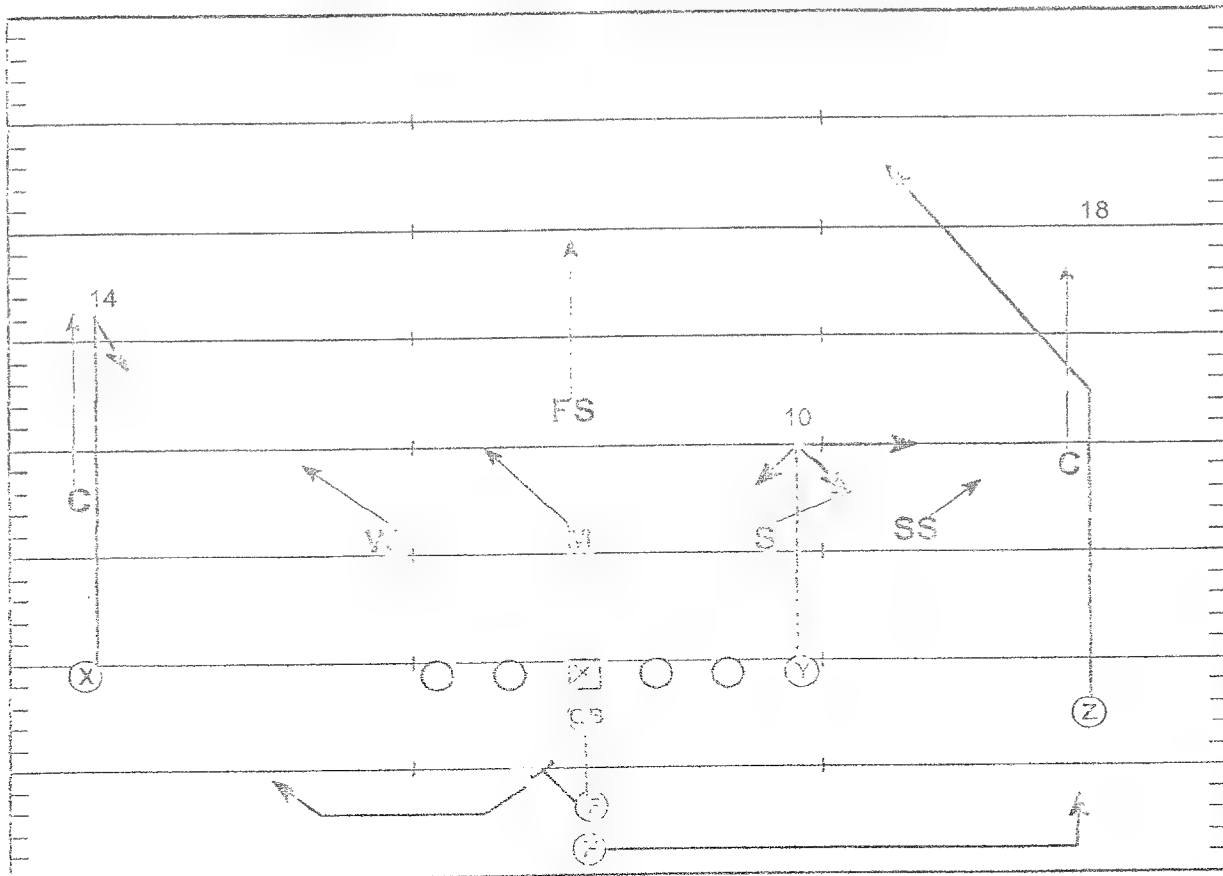


# 6/7 62/63 Semi Y Hook

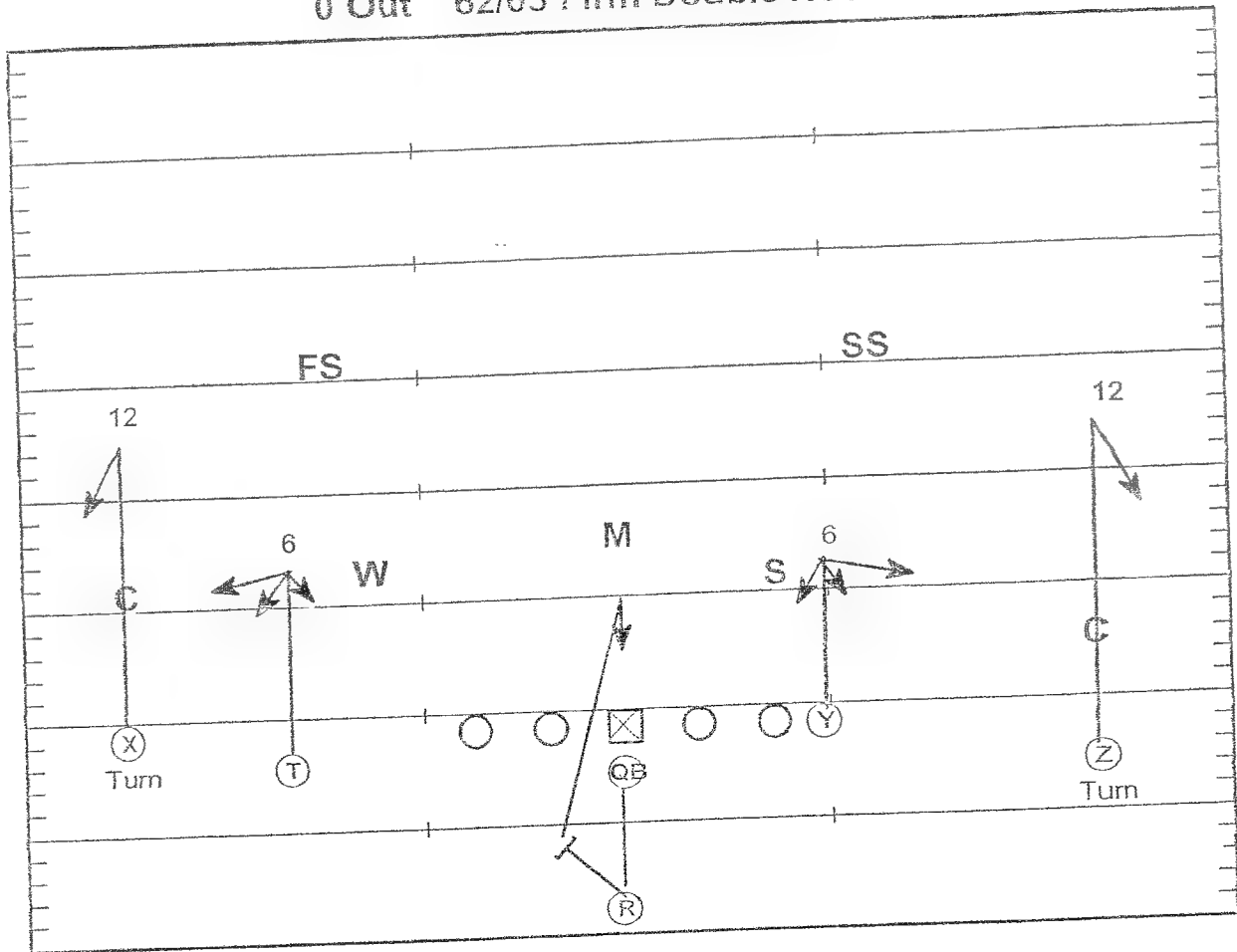


C/1

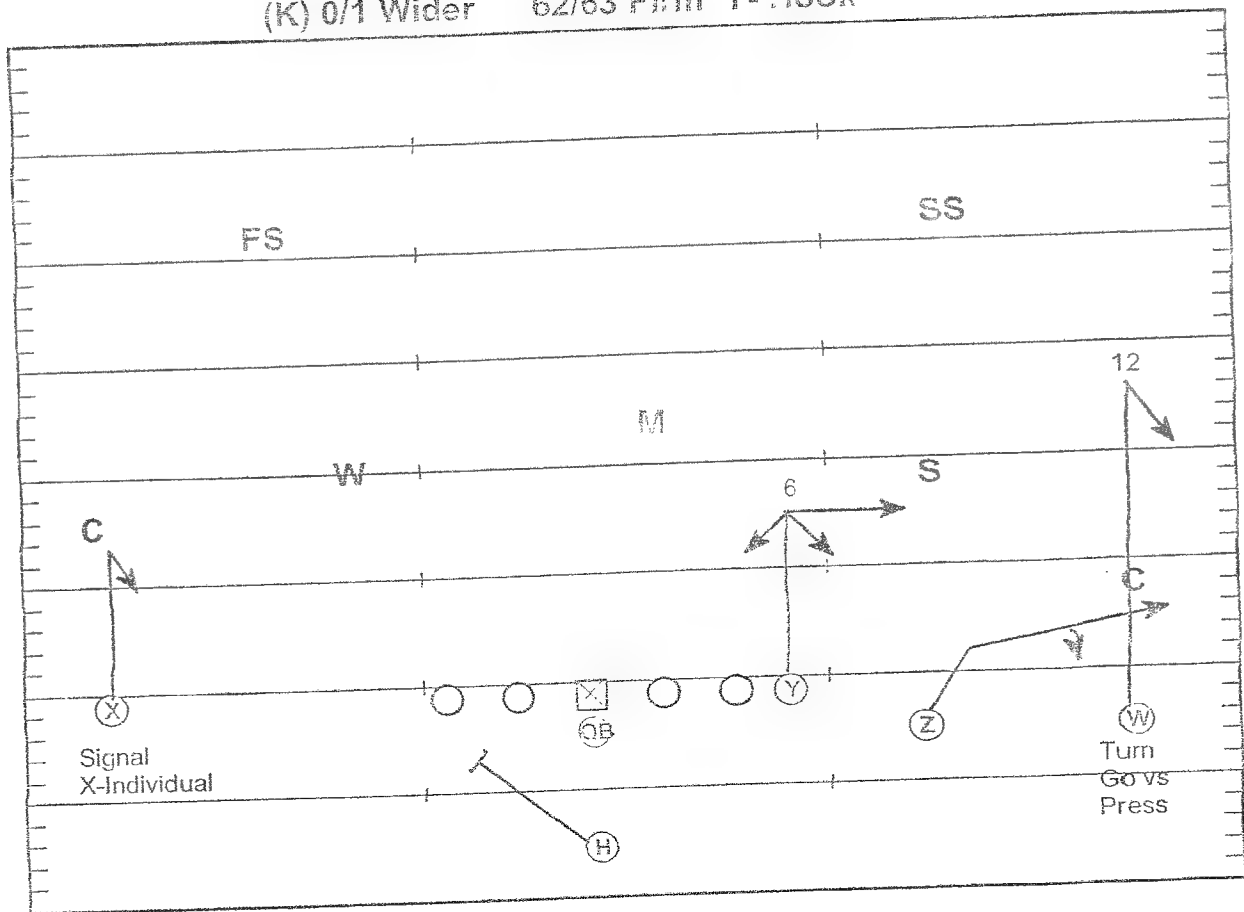
E2/c3 Semi Y Hook Z-Post



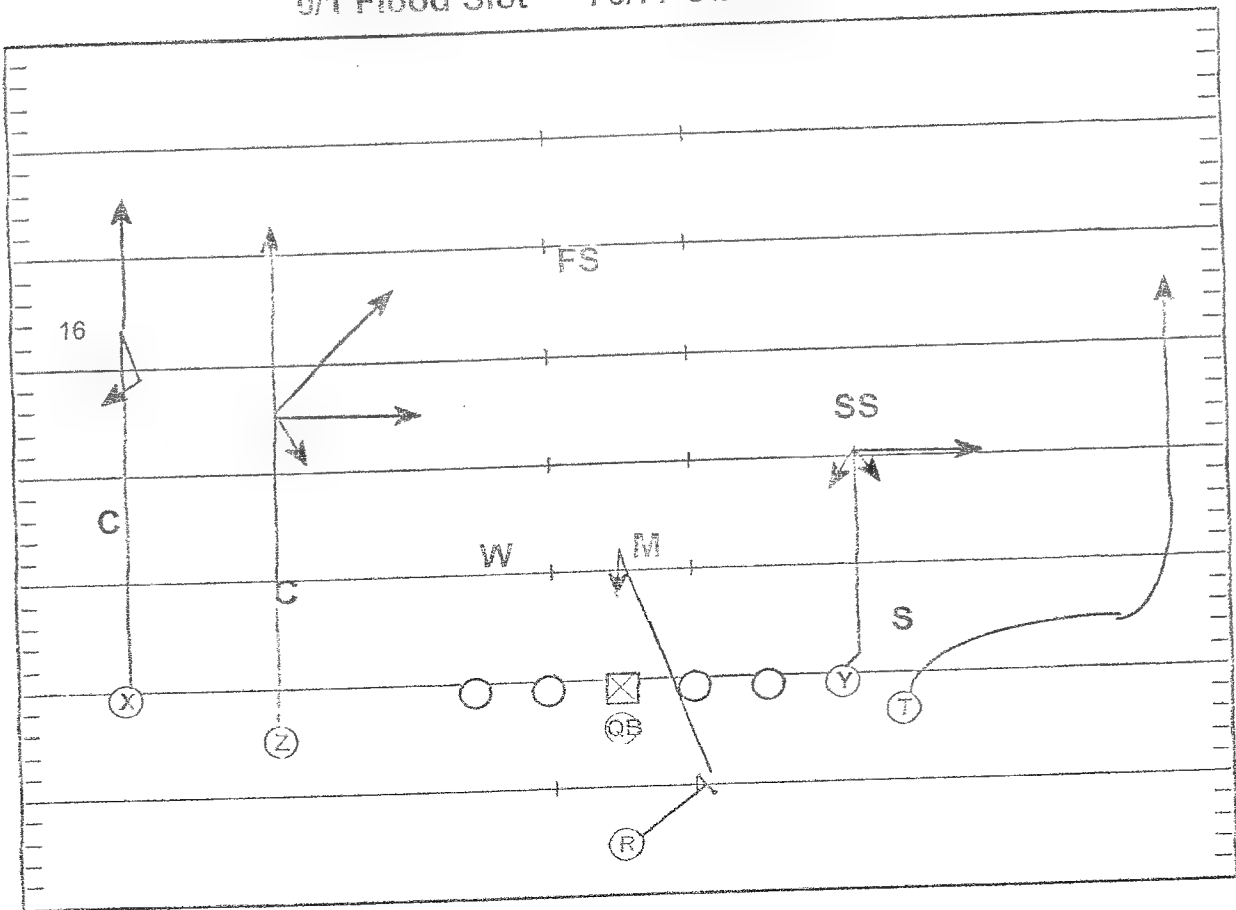
# 0 Out 62/63 Firm Double Hook



(K) 0/1 Wider 62/63 Firm Y-Hook



# 9/1 Flood Slot 76/77 Streak Y-Hook

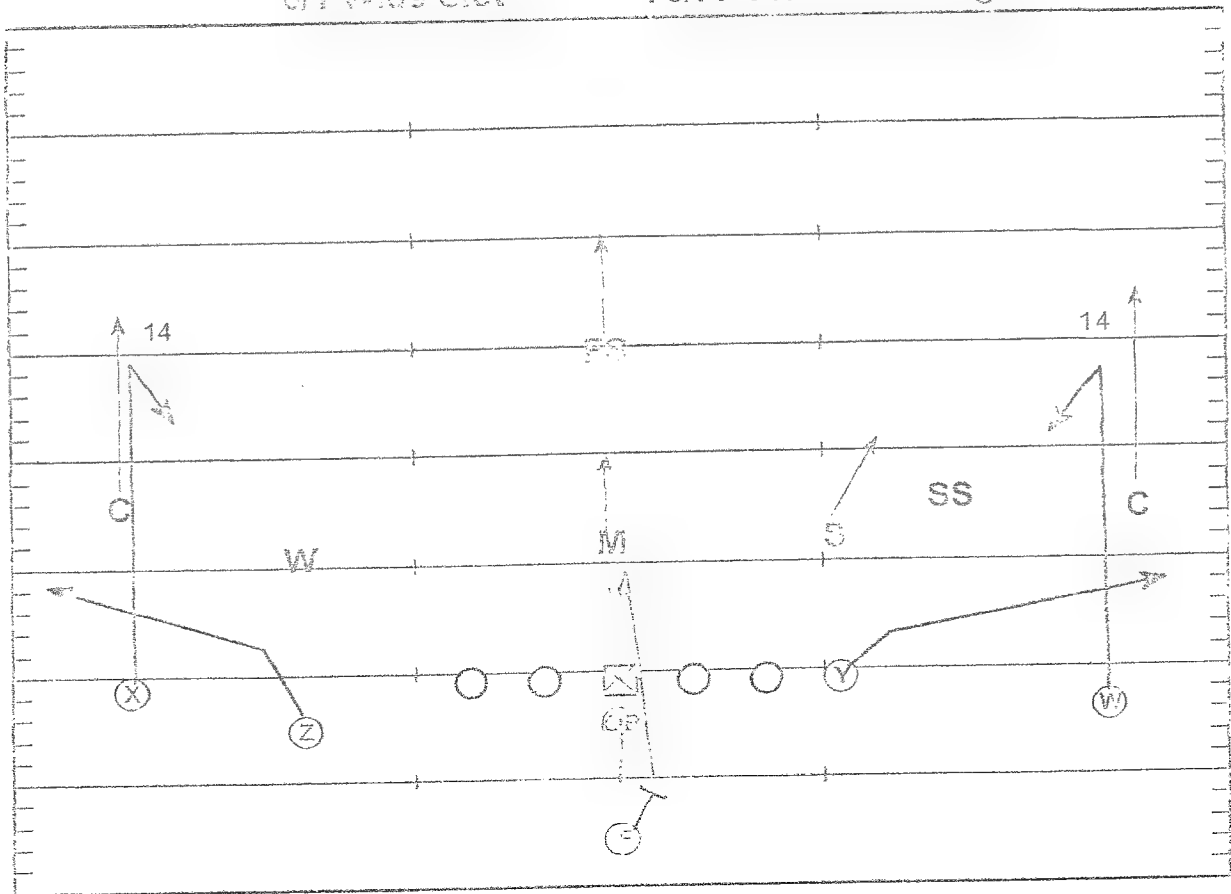






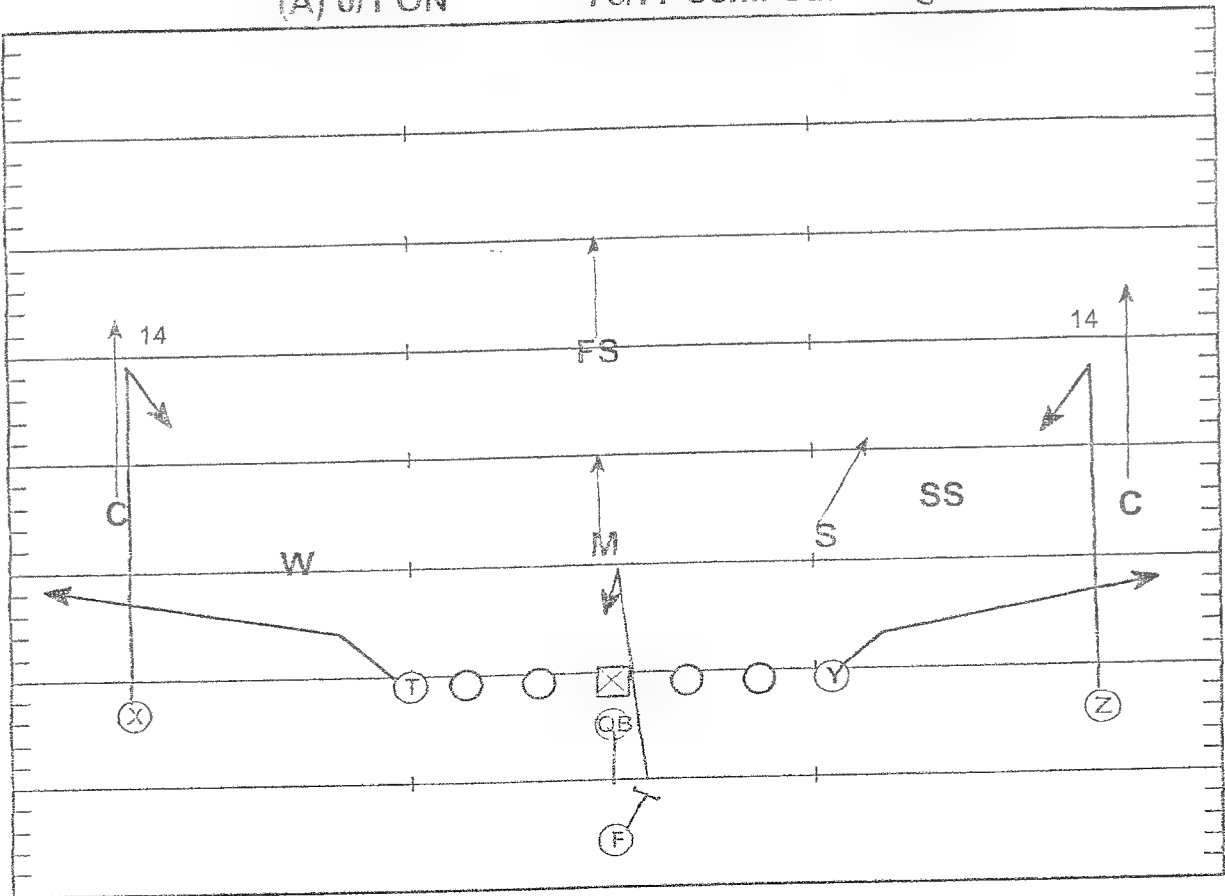
0/1 Wide Slot

76/77 Semi Curl Diagonal



(A) 0/1 ON

76/77 Semi Curl Diagonal

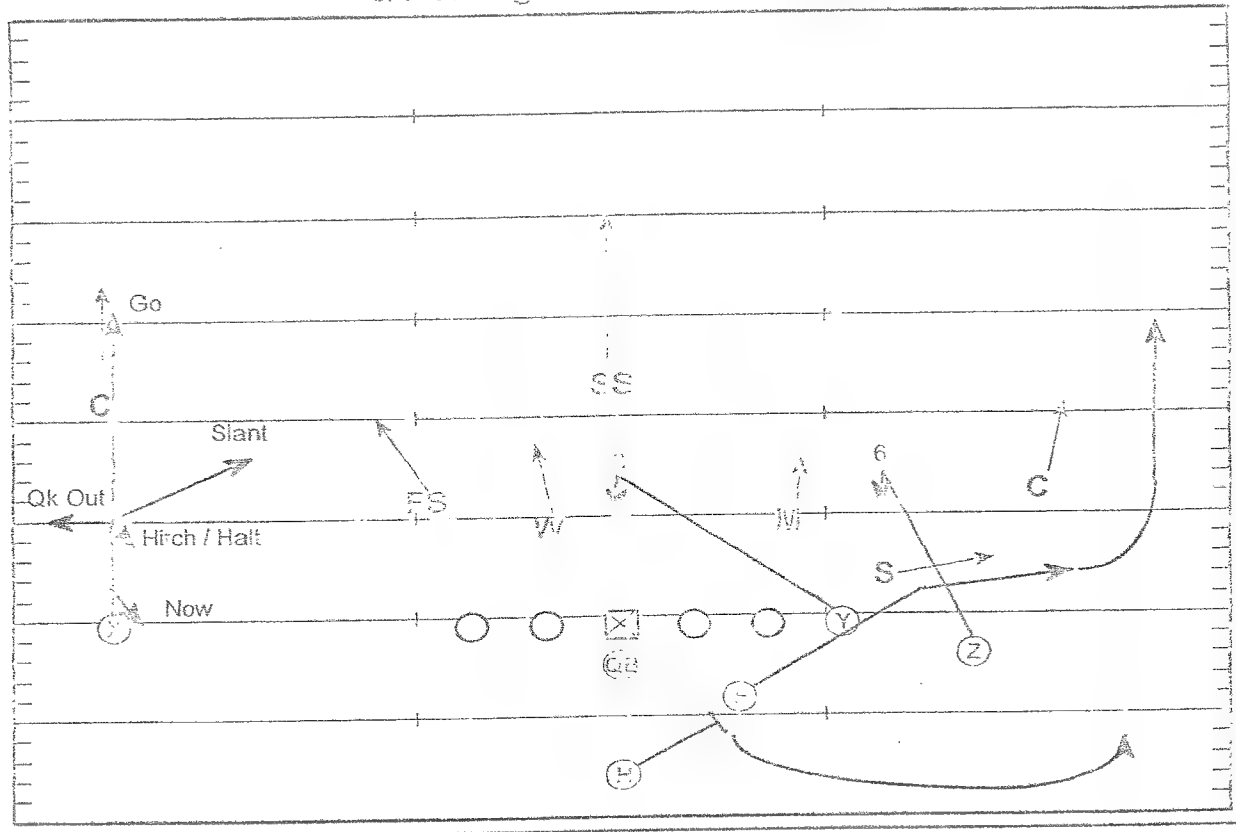


THE BOA PACKAGE  
THESE PLAYS WILL BE RUN FROM MULTIPLE FORMATIONS.  
PROTECTIONS 76/77 Firm AND H/F 76/77

CONCEPT

Quick Pass that floods the strongside underneath zones and isolates backside receiver.

0/1 Strong H-76/77 Firm Y BOA



QB: 3 step drop. Inside-Out Read frontside to Single Receiver matchup

X: Maximum split. Execute a Hitch at 6 yards. (Any Individual Route)

Z: Execute a 6 yd hook 2 yds. Outside the original alignment of TE

Y: Execute BOA at 6 yds over ball.

E: Block Protection. N/T, check Wide.

F: Execute Flat-Wheel. Alert!

## RULES

Call Protection, call Boa, possible X-Individual.

### PLAY CALL MECHANICS to a 2-BACK SET

1. Call Boa. The receiver called on the Boa will run a hook directly over the ball at 6 yds.
2. The next receiver outside the Boa will run a hook 2 yds outside the TE alignment.
3. The strongside back will run a flat-wheel.
4. The backside receiver will run a 6 yd hitch. (or tagged X-Individual)
5. The protection receiver will protect. N/T, check Wide.

### PLAY CALL MECHANICS to a 3x1 SET

1. Call Boa. The receiver called on the Boa will run a hook directly over the ball at 6 yds.
2. All other routes are based on formation or motion.

## PLAYS

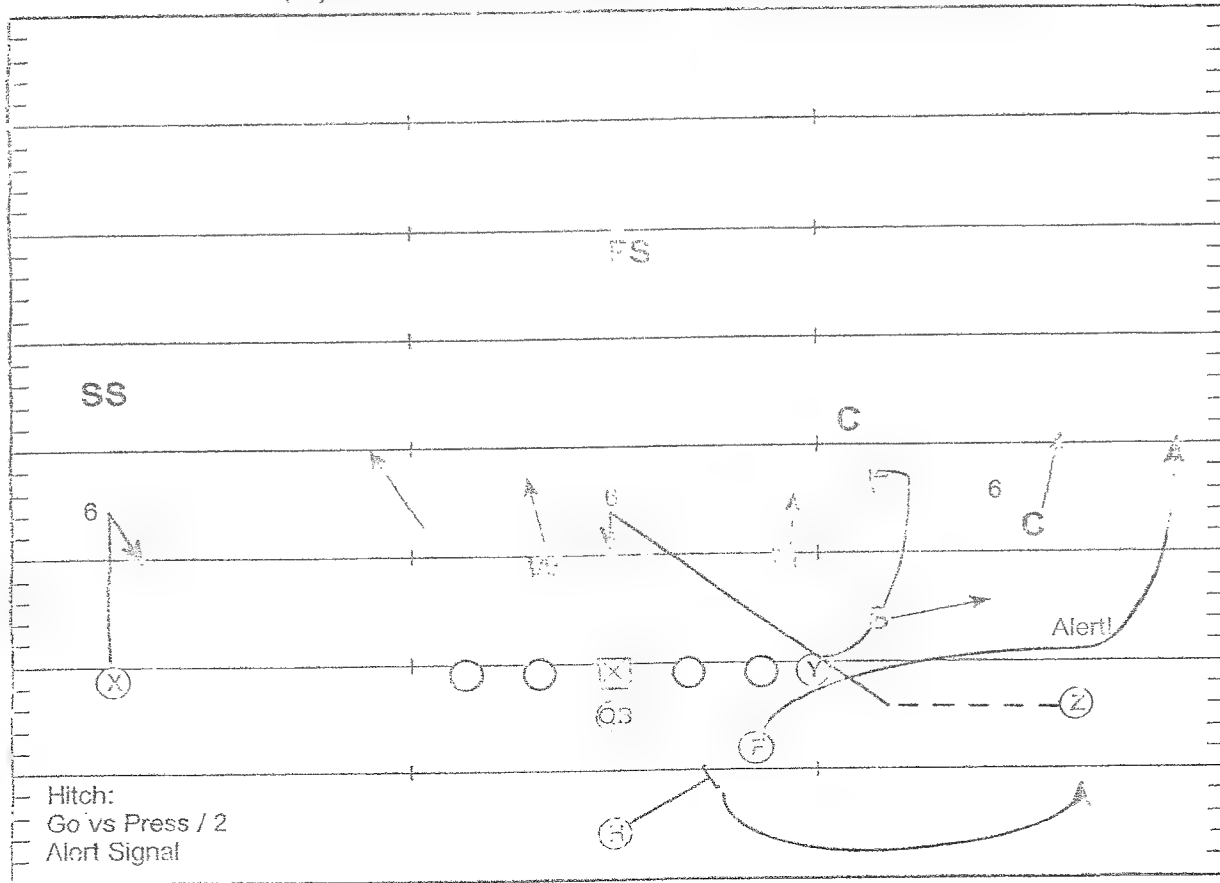
0/1 Strong (Z Half Fly)	H-76/77 Firm Y-Boa
0/1 Flood (Z Half Fly)	76/77 Firm Y-Boa
0/1 Box Bunch	76/77 Firm Y-Boa
8/9 (Z Half Fly)	F-76/77 Firm Y-Boa
0/1 Weak F-Mo	H-76/77 Firm Y-Boa

## HOT/SIGHT ADJUSTMENTS

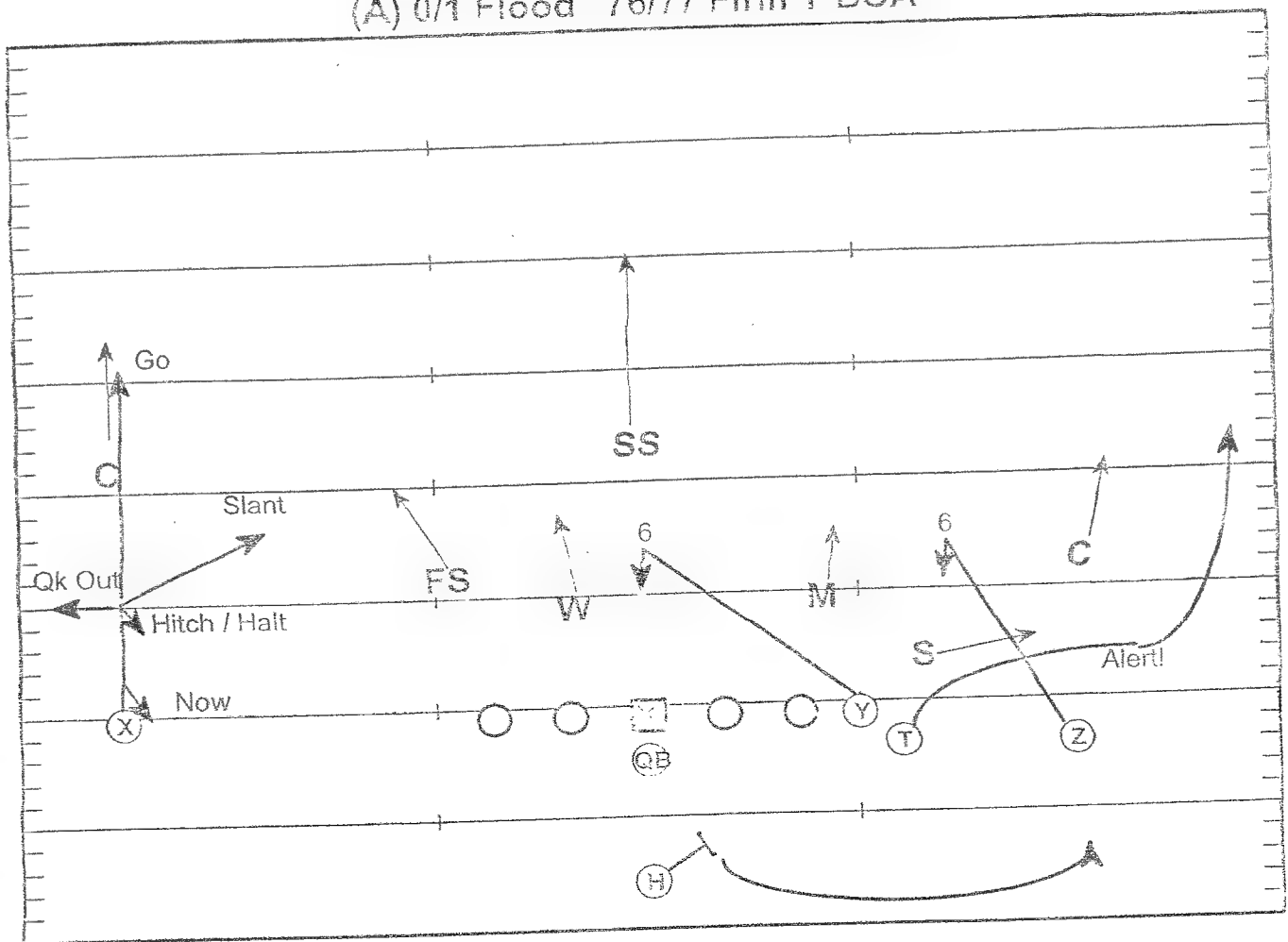
Firm = No Sights. Everyone Alert for ball Quick



(F) 0/1 Strong Z-1/2 Fly H-76/77 Firm Z BOA

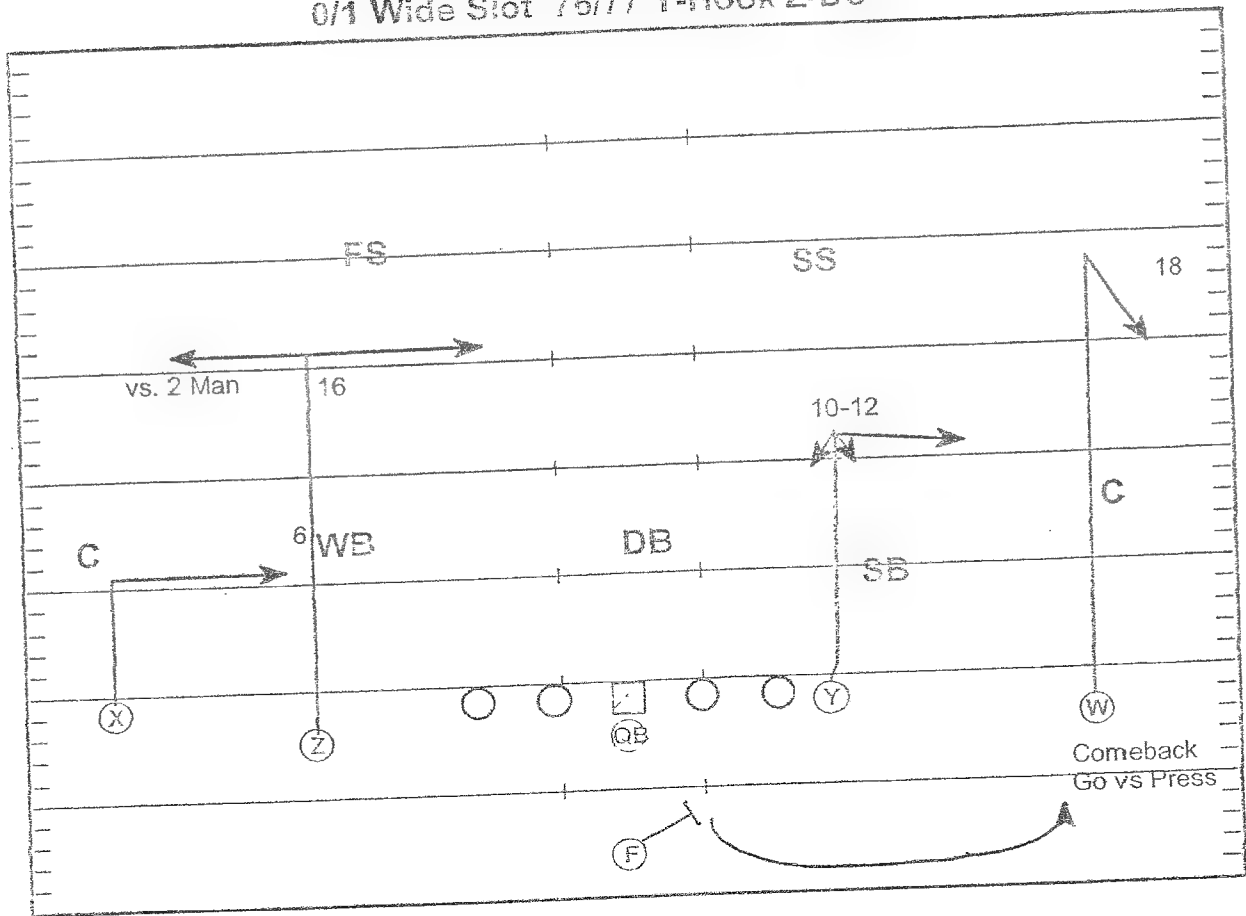


(A) 0/1 Flood 76/77 Firm Y BOA



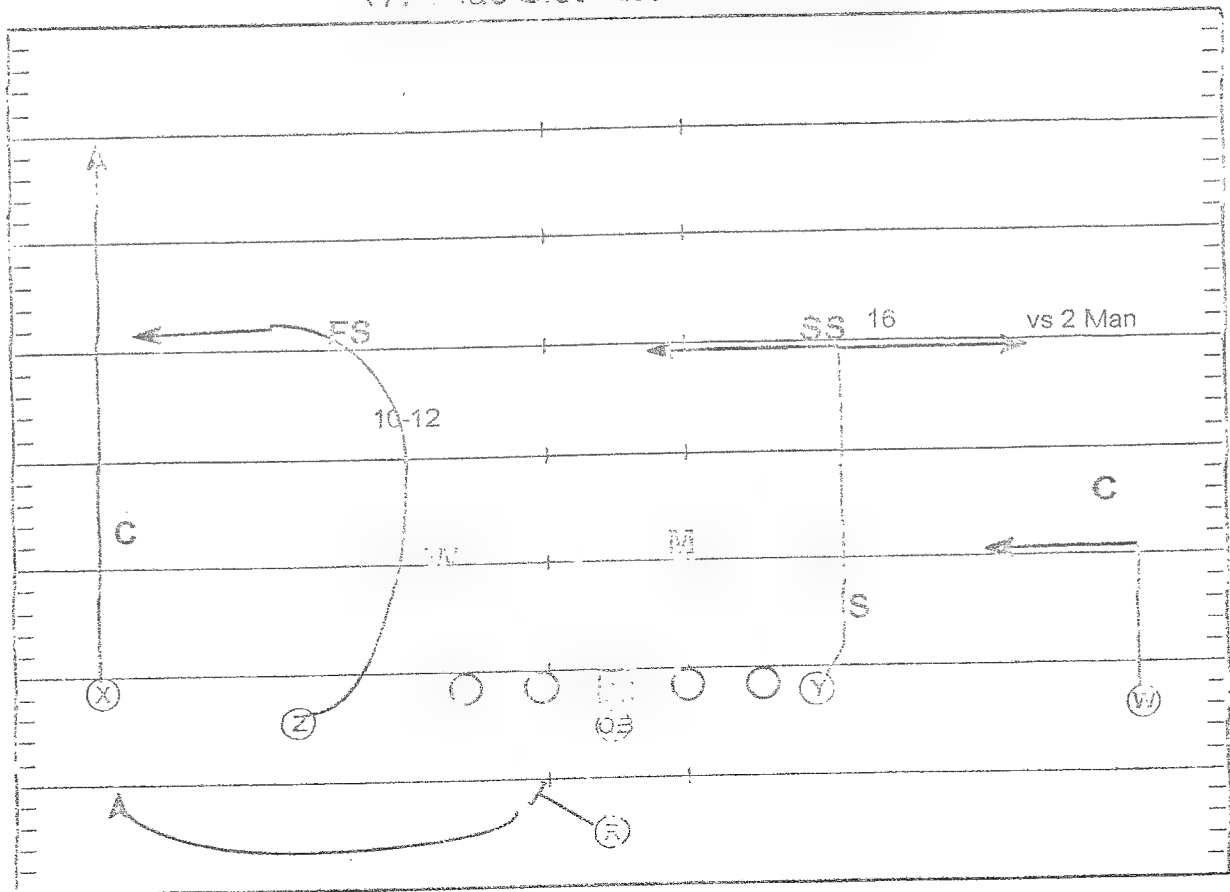


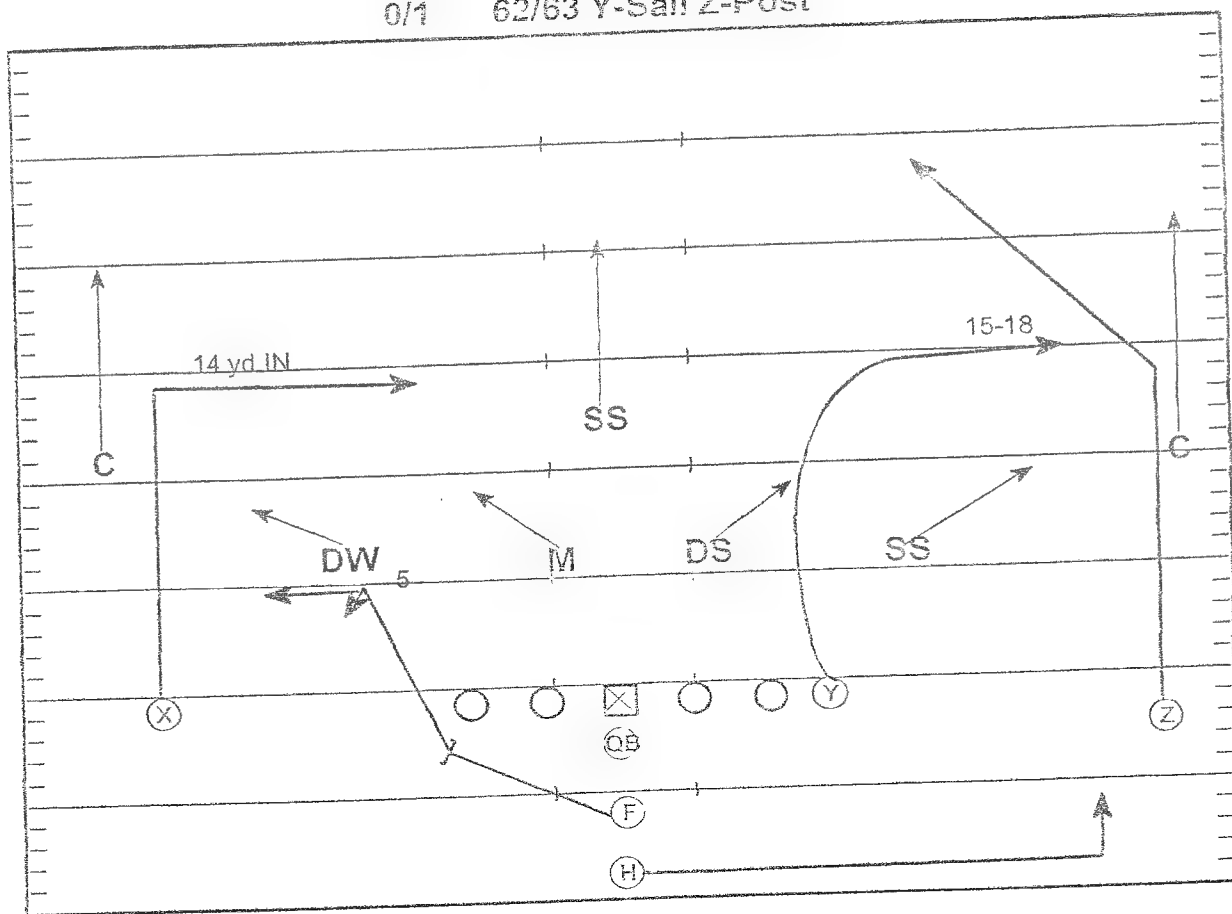
# 0/1 Wide Slot 76/77 Y-Hook Z-Do



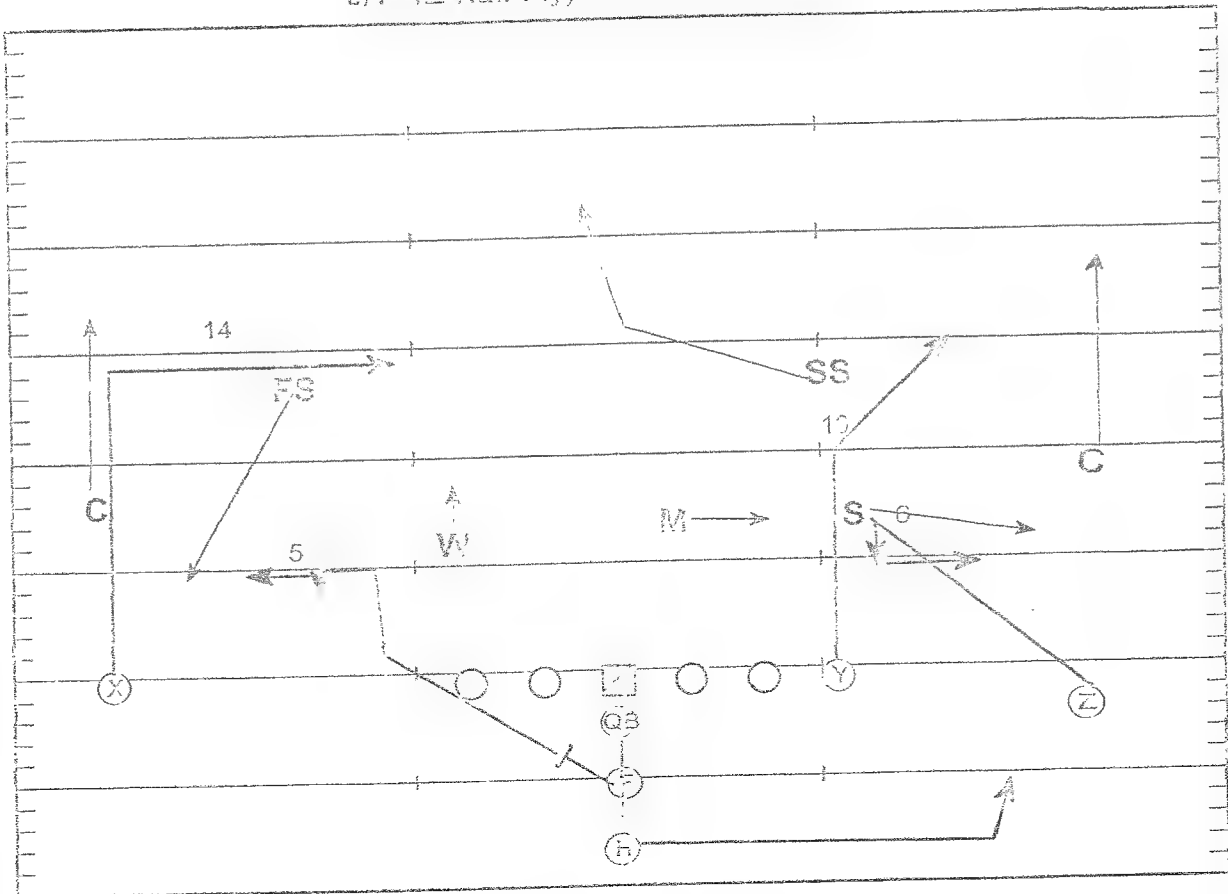


# C/1 Wide Slot 62/63 Y-Do Z-Sail



[illegible]

## 0/1 (Z-Half Fly) 62/63 Semi Z-Snag



QB: 5 Step Drop

X: Bottom of Numbers – Execute a 14 Yard In Route

Z: Slot Alignment – Motion – Execute a Diagonal

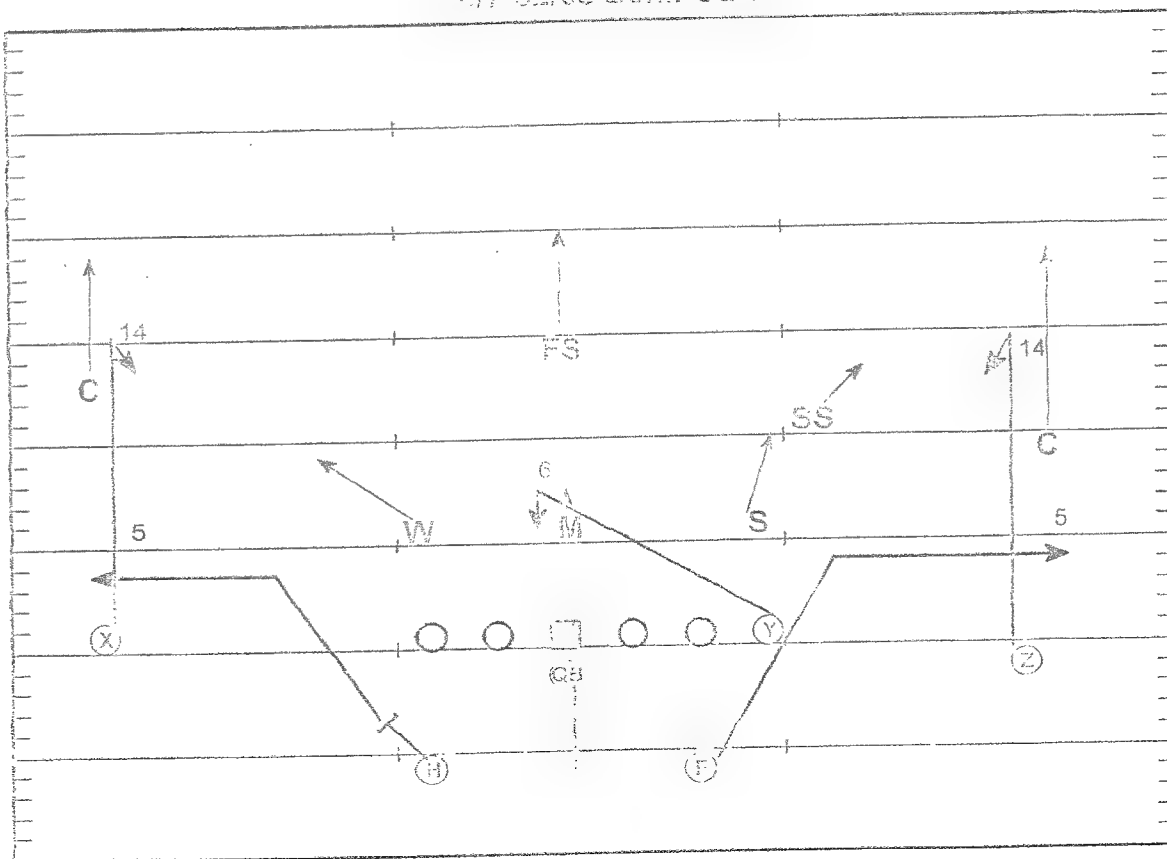
Y:      Execute a Flag

W: Flank Alignment - Execute a Snag (Possible 1/2 Fly)

R: Block Protection - N/T Execute an Option Route

FORMATIONS:

## 6/7 62/63 Semi Curt



QB: 5 Step Drop – Go to Y to Z to F

X: Minimum Split – Execute a Semi Curl Route

Z: Minimum Split – (10 Yards from Y) – Execute a Semi Curl Route

Y: Inside Release – Look for ball now. Try to get inside Mike. Hook up over opposite Guard at 6 yards. Can't get inside – work for 6 yards depth, Hook up. Vs. Man – look and drag, use Whip Technique, settling in Tackle Box.

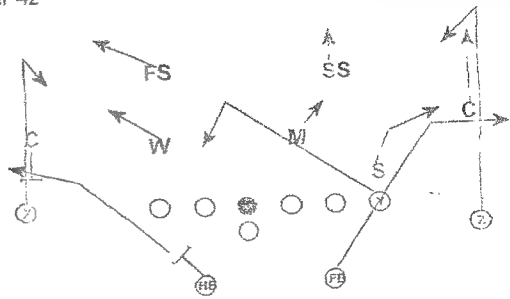
H: Block Protection Rule - N/T Run a Flat.

F: Free Release - Execute an Flat Route at 3 Yards.

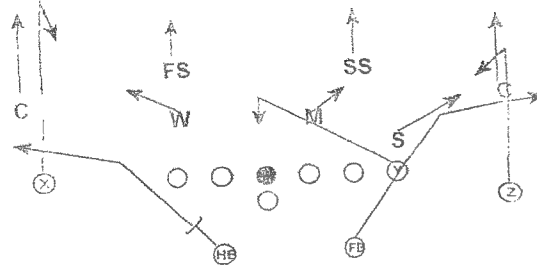
FORMATIONS: 0/1, 2/3 Flood, 0/1 Flood

# 6/7 62/63 Semi Curl

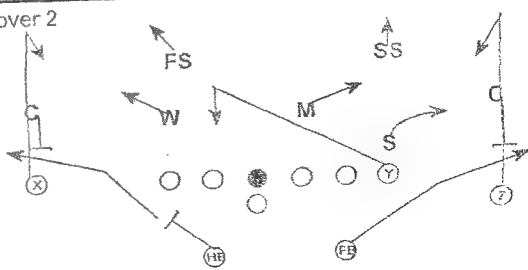
Cover 42



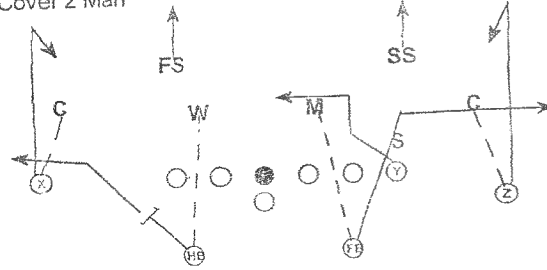
Cover 4



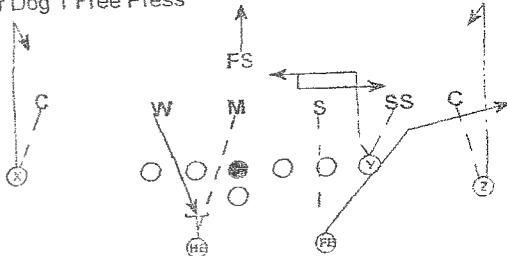
Cover 2



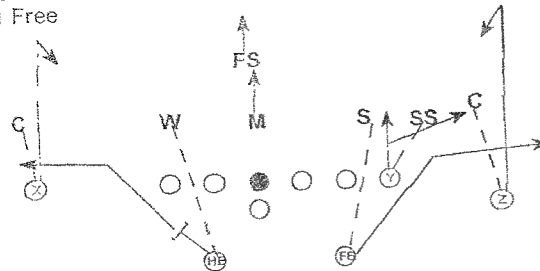
Cover 2 Man



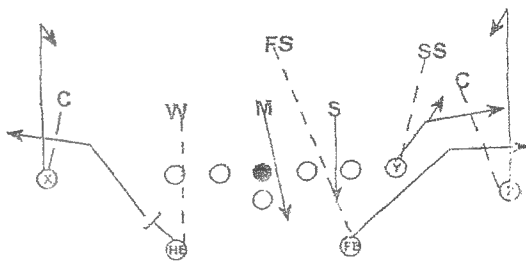
Cover Dog 1 Free Press



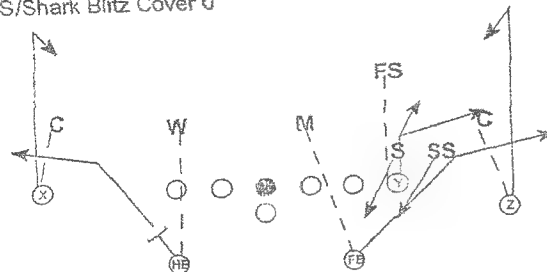
1 Free



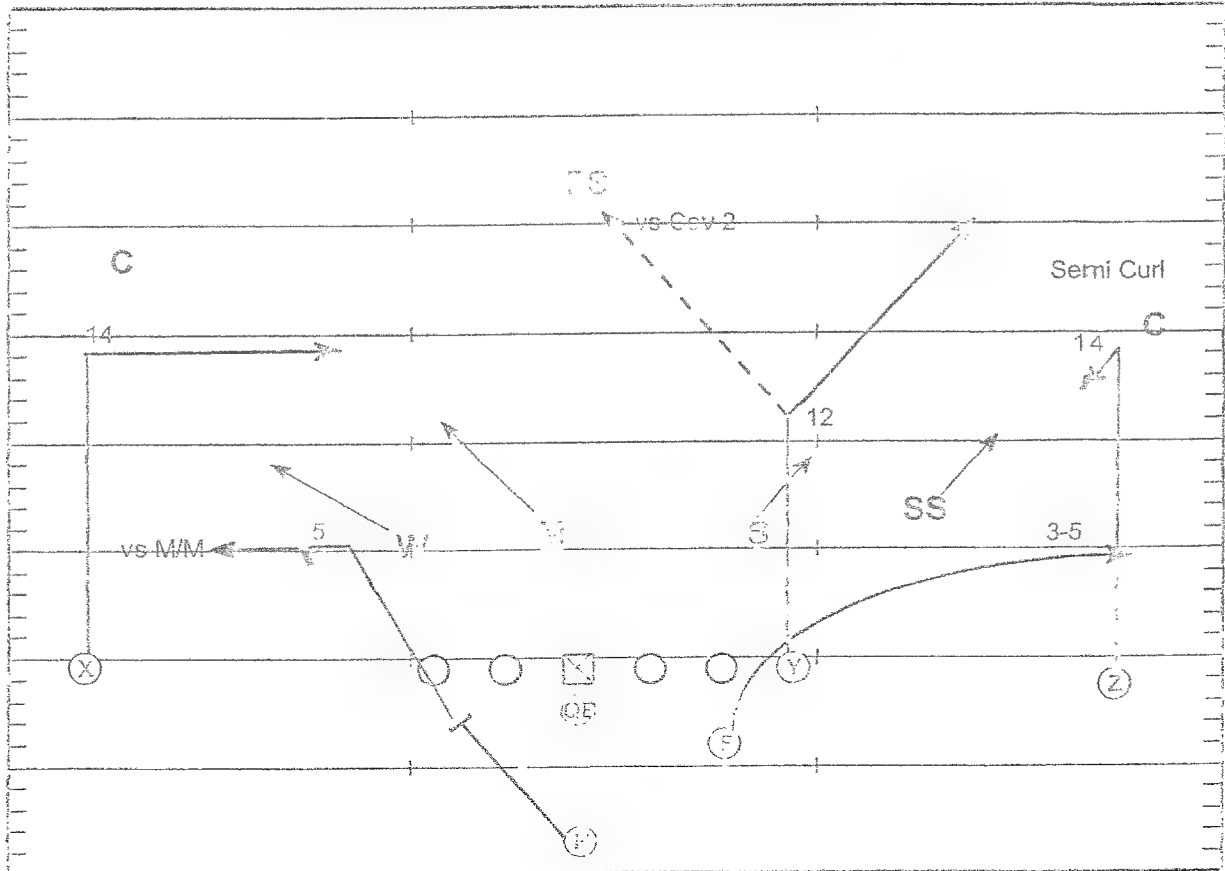
Mike Sam Cover 0 Blitz



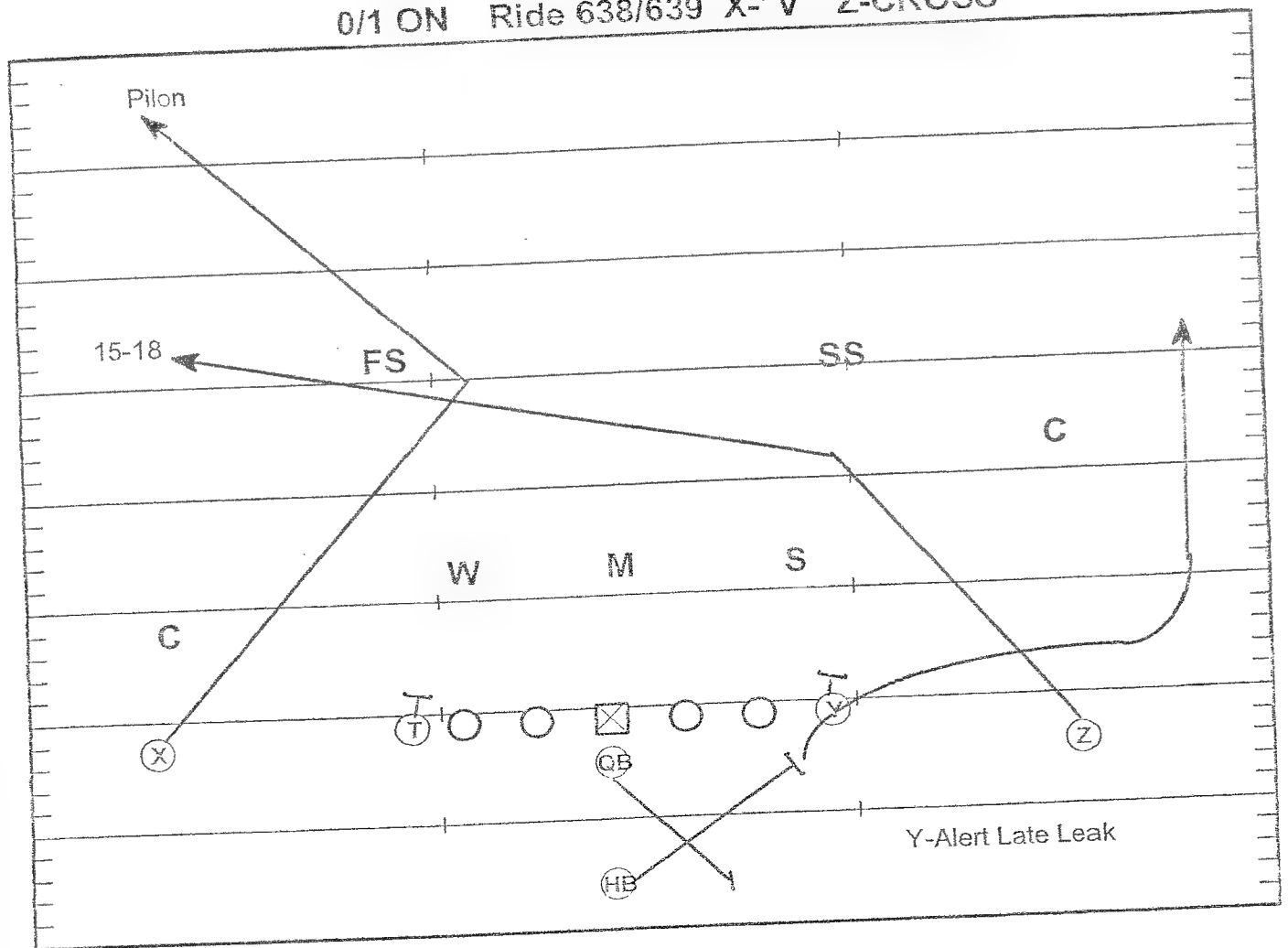
SS/Shark Blitz Cover 0



0/1 Strong 62/63 Semi Y-Choice



0/1 ON Ride 638/639 X-"V" Z-CROSS

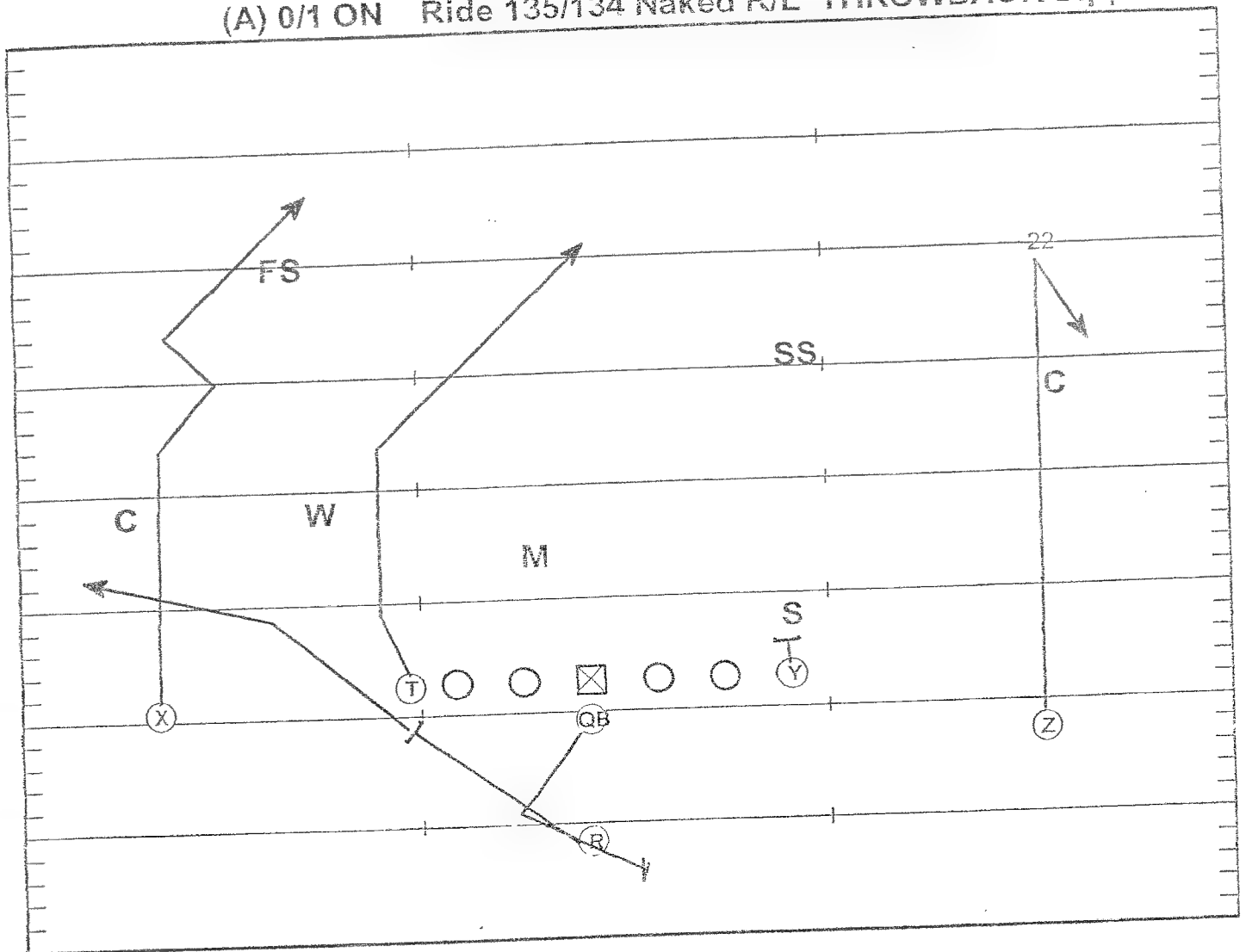


$\frac{1}{\sqrt{\pi}} \int_{-\infty}^{\infty} f(x) e^{-x^2} dx = \frac{1}{\sqrt{\pi}} \int_{-\infty}^{\infty} f(x) e^{-x^2} dx$





(A) 0/1 ON Ride 135/134 Naked R/L THROWBACK Dipper



# 2003 TEXANS OFFENSE



## MEETING #3





# TEXANS OFFENSE

## 2003 TEXANS OFFENSE Meeting #3

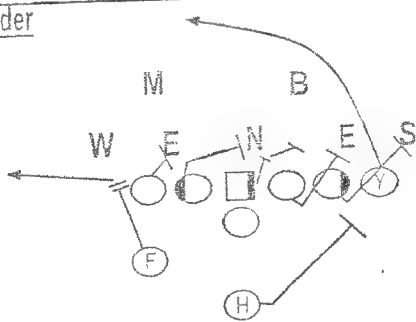
	Page:
Protection	2-3
Ride 338/339 Naked	4-5
Rip-Liz	6-7
560-561 Slip Screen	8-11
Sub (74/75)	

	Page:
Run Game	12-13
Counter 36/37 GB	14-15
Counter 35/34 GB	16-17
Ride 36/37 G-Lead	18-19
Counter 36/37 O	20-21
Counter 35/34 T	22
Cub Fronts	23
Cub Package	

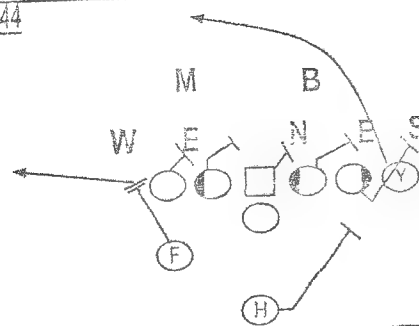
	Page:
Pass Game	25
Level Package	26
76/77 Semi W Level	27
76/77 Semi Z-Level	28
76/77 Semi T- Level	29
62/63 Z-Level X-Under	30
62/63 T-Level X-Under	31
62/63 Y-Sail X-Level	32-33
62/63 X Read	34-35
76/77 Z Smash X Return	36
76/77 Double Smash	37
62/63 Semi Curl special	38
76/77 Y-Replace	39
74/75 Semi X Snag	40
74/75 Z-Sail	41
338/339 Nude Lt/Rt	

# Ride 338-339 Naked

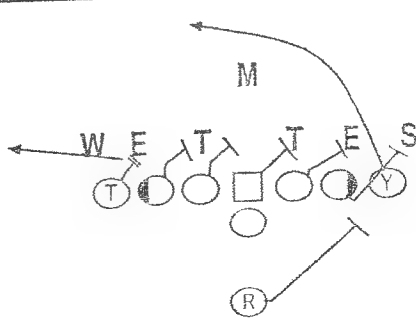
34 Under



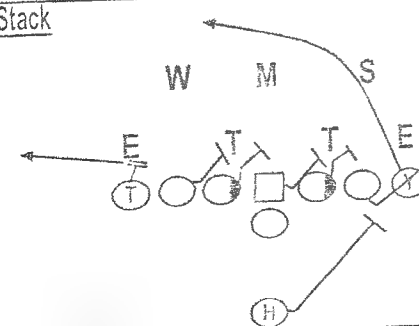
34 / 44



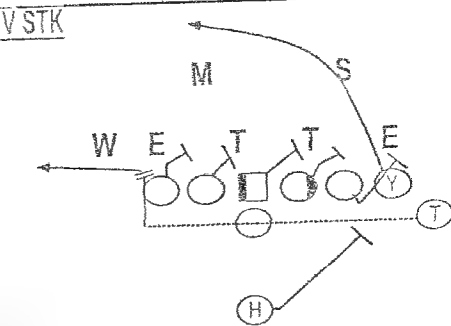
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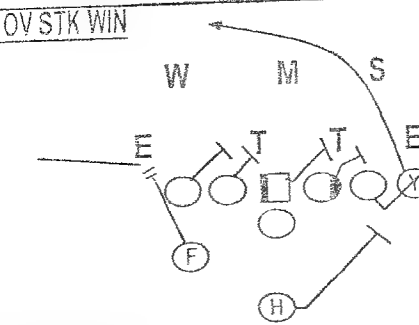
43 Stack



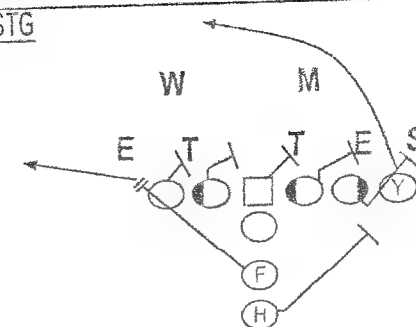
43 OV STK



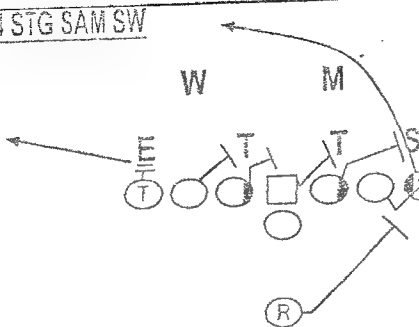
43 OV STK WIN



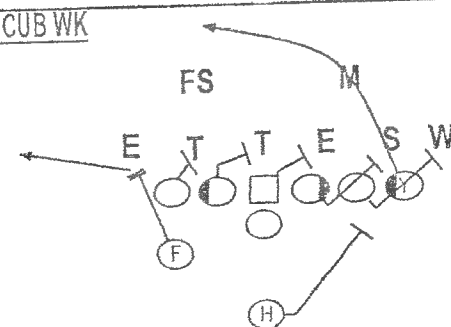
44 STG



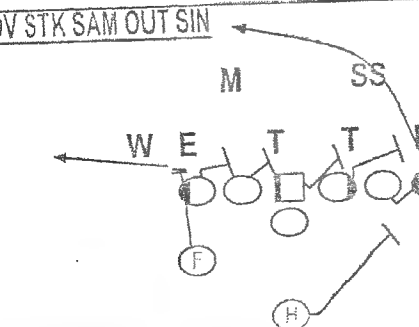
44 STG SAM SW



43 CUB WK

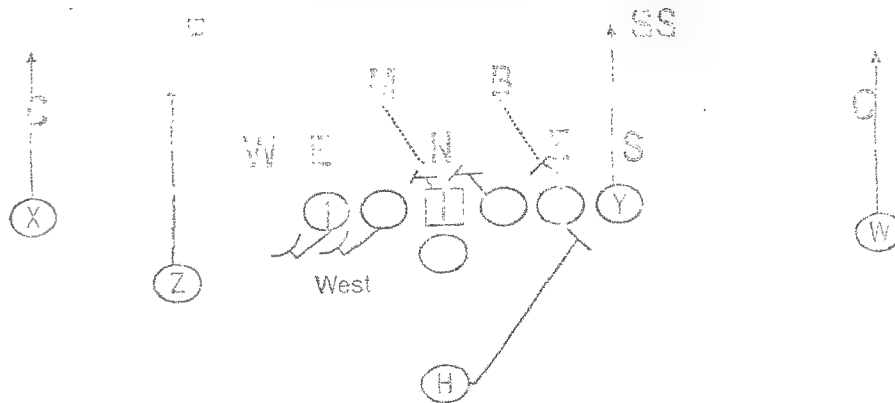


OV STK SAM OUT SIN



# PROTECTION Rip-Liz

34



## Protection Concept:

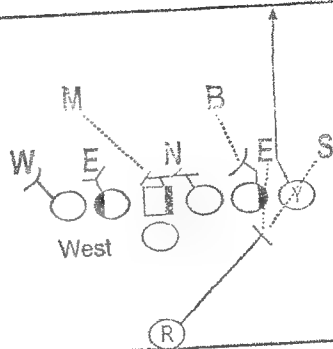
3 step Pass Pro Gap Protection with back cutting EMOL.

Z	Pattern
Y	Pattern
FRONTSIDE TACKLE	Inside Footwork      Slide to OLB      Do Not Vacate to uncovered Area Deuce
FRONTSIDE GUARD	Deuce, Ace, Slide to OLB      Alert Nasty      Do Not Vacate to uncovered Area
CENTER	Ace, East-West      Alert Nasty      Do Not Vacate to uncovered Area
BACKSIDE GUARD	Ace, East-West      Alert Nasty      Do Not Vacate to uncovered Area
BACKSIDE TACKLE	Ace, East-West      Alert Nasty      Do Not Vacate to uncovered Area
X	Pattern
QB	Play Action 5 Step Drop
T/W	Pattern
HB	Cut 1st defender outside TE

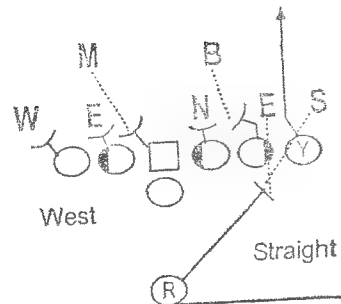
PROTECTION

Rip - Liz

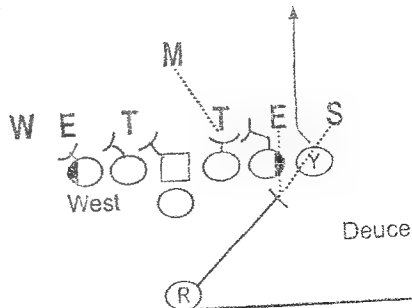
34 Under



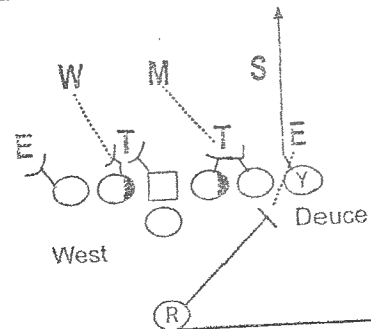
34/44



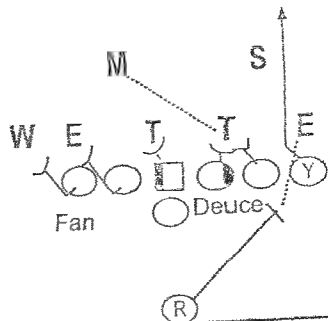
43



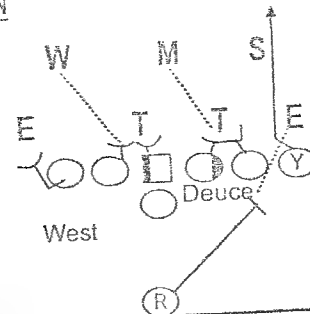
43 Stack



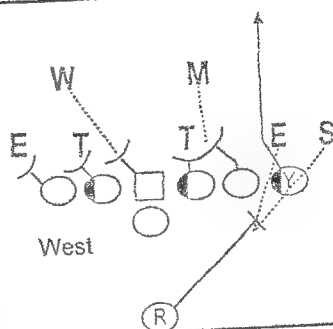
43 OV STK



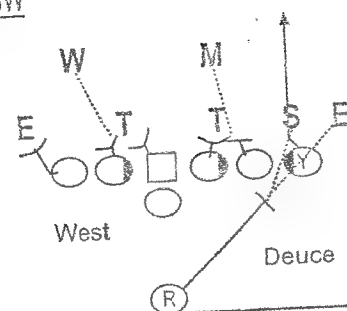
43 OV STK WIN



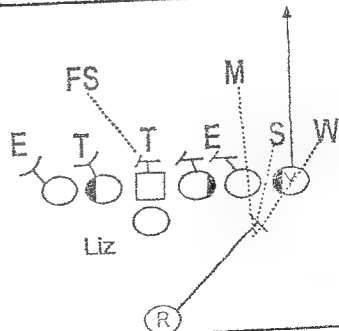
44 STG



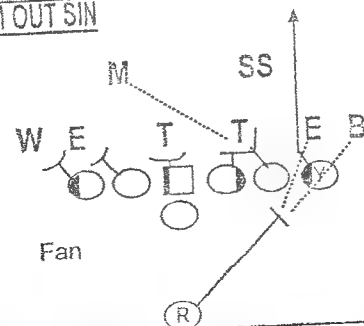
44 STG SAM SW



43 CUB WK

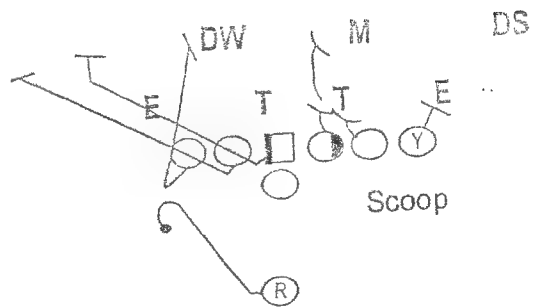


OV STK SAM OUT SIN

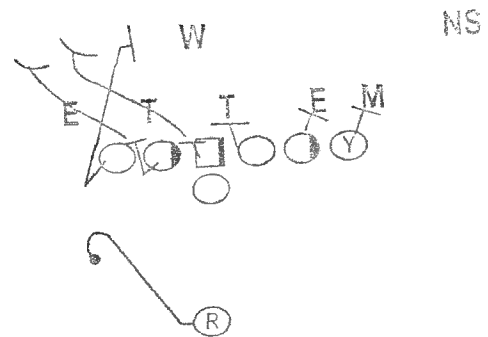


# 560-561 Slip Screen

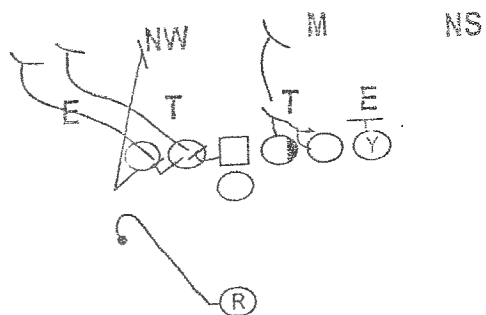
416 Over



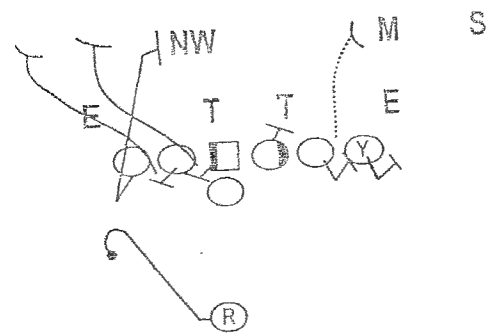
425 Under



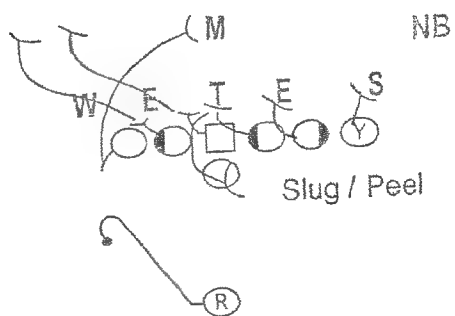
416 Even



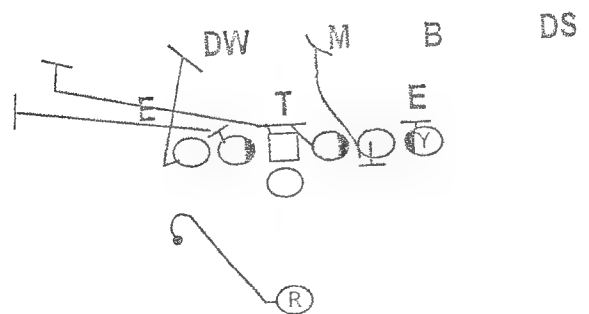
425 SOUT



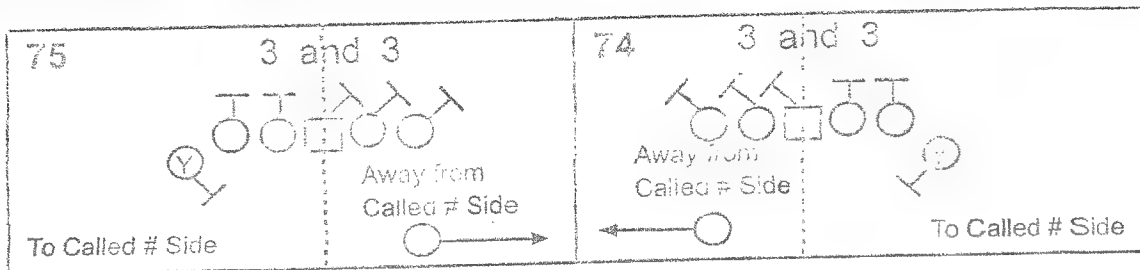
335 - 5 Down



326



# 74/75 SUB PROTECTION (74 / 75)



- TE Blocks 1st Blitzers To Called # to Scan Outside
- OL Blocks 1 Blitzers Away from Called # Side to Scan Outside
- \* Use same rules as Sub 76/77. 74/75 denotes TE will assume blocking back assignments.

QB CALLS: "SUB" = SUB Rules (denotes substituted defense)

"4 Down" Denotes 4 DL - 3 LB - 4 DB (Regular)

"3 Down" Denotes 3 DL - 4 LB - 4 DB (Regular)

"5 Down" Denotes Bear Front (OC / Both OG's Covered) - Base Rule

"BAT" Denotes 4 DL (Over or Under) and 5AT is 4th DL

"LUCKY / RINGO" call by QB:

Both OL and TE work in direction called

LUCKY = Left

RINGO = Right

\*QB will Identify LB'er Jersey # he wants OL to Block.

"SOLO" call by QB:

Solo = Block Base

Solo + 'R/L' = Solo + Dual by Uncovered OL and TE

\*Alert QB check to Liz/Rip or 82/83 Protection vs 5 Down

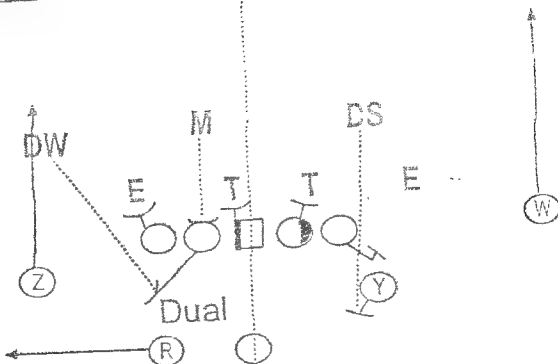
\*Alert QB check to 82/83 Protection vs Blitz



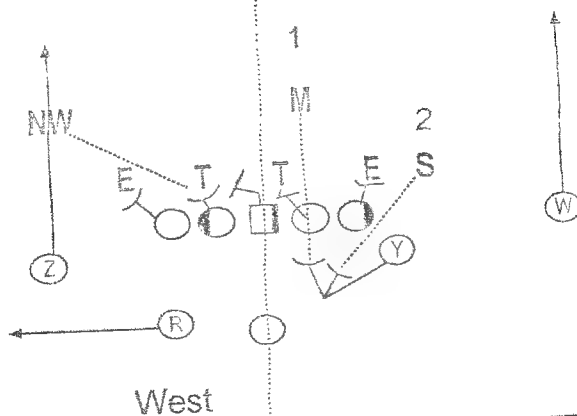


# SUB 74-75

416 Over

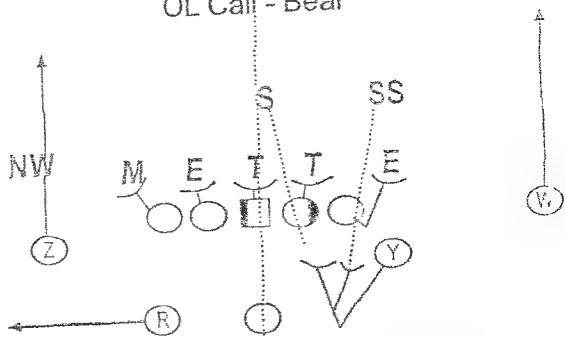


425 Under



425 - 5 Down

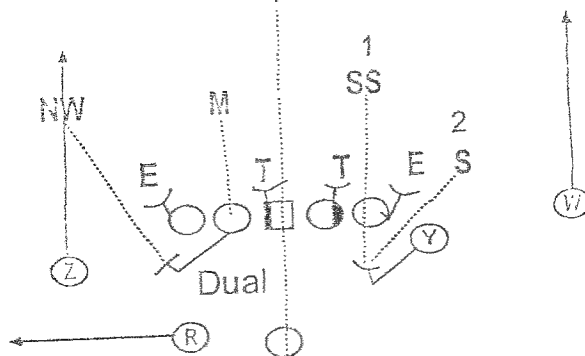
QB Call - 5 Down  
OL Call - Bear



Alert Liz

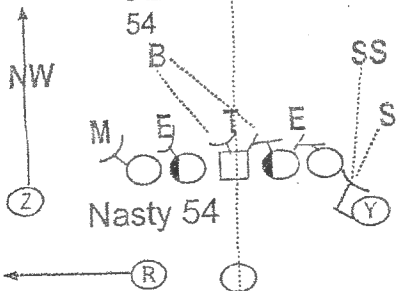
Alert to Check 82/83

425 SOUT SIN



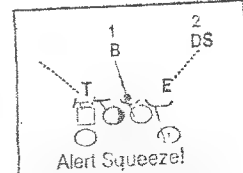
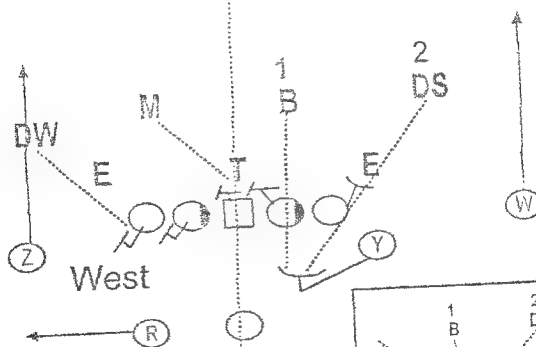
335 - 5 Down

OL Call - Bear



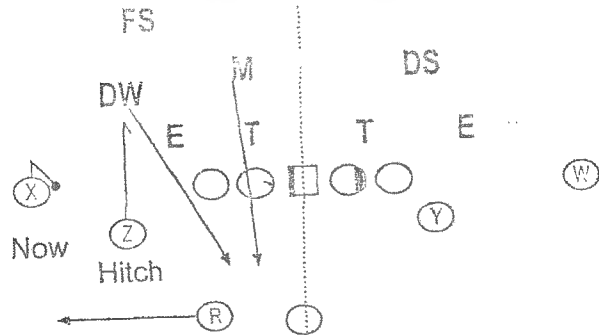
QB Call - Liz

326 - Odd

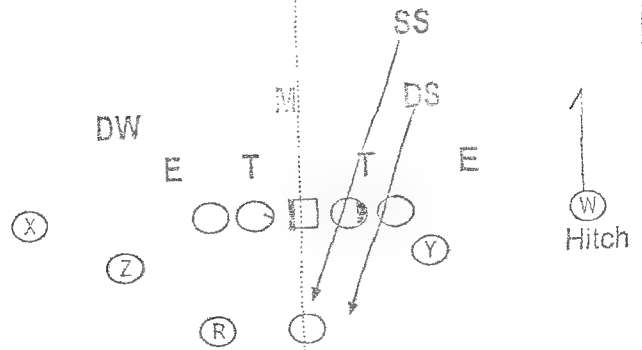


# SUB 74-75 Sight Adjustments

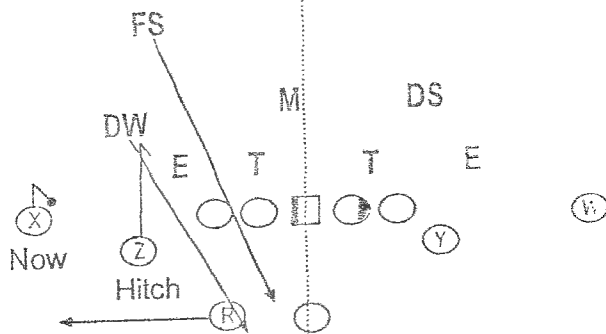
## Half Rt vs 2 Weak



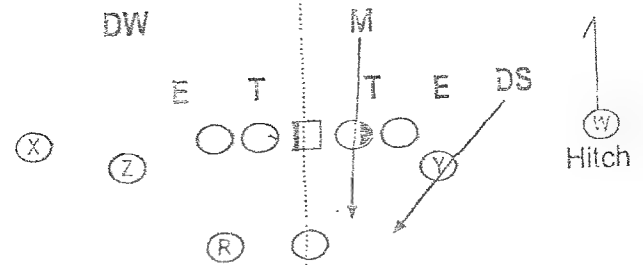
## Half Rt vs 2 Strong



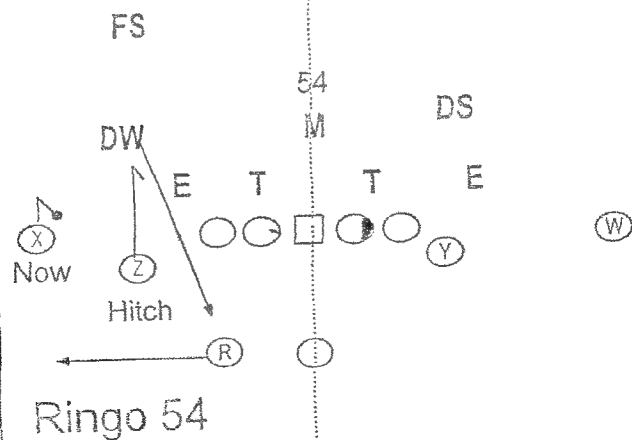
## Half Rt vs 2 Weak



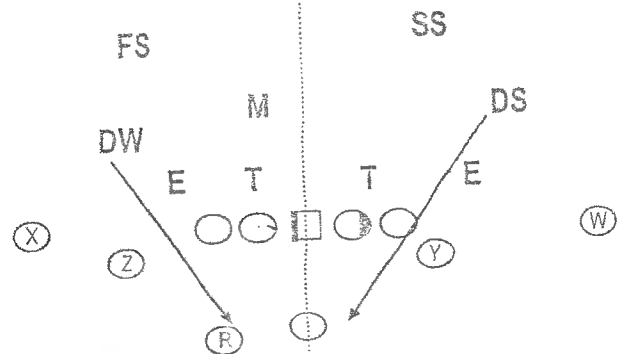
## Half Rt vs 2 Strong



## 1 Weak with RINGO call

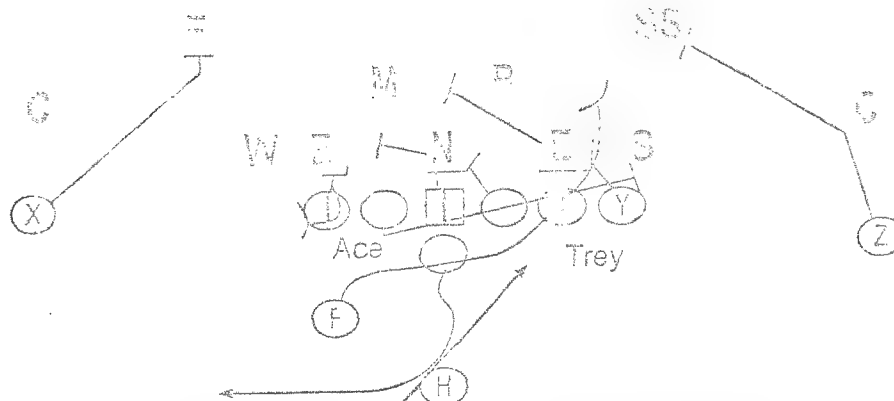


## Half Rt vs 1 Each Side No Adjustments



COUNTER 36-37 05

33



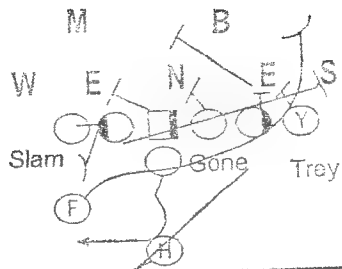
Weak

**Concept:** Attitude Play. Angle Blocking Scheme designed to Prevent Penetration and Separate the defense by driving DL lateral.

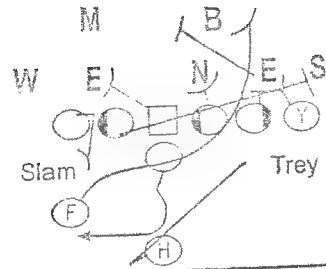
Z	Block Force.
Y	Angle, leave 2 defenders, Trey.
FRONTSIDE TACKLE	Angle, Trey    Deuce                      Down                      Gone
FRONTSIDE GUARD	Angle, Deuce                      Ace                      Down                      Gone
CENTER	Angle, (BS A-Gap)                      Ace      Slam                      Gone
BACKSIDE GUARD	Pull and Trap 1st Defender Outside TE Target is nearest point of contact
BACKSIDE TACKLE	Seal Cutoff, Slam, Sift
X	Block Running Lane
QB	Counter Footwork. Open an H back Hand Off Over the Top. Continue on course and Fake Naked.
FB	Step and Pull on Track of Off-Guard. Read Trap to Adjust.
HB	CTR Steps to gain good relationship with OG/FB

# COUNTER 36-37 GB

34 Under

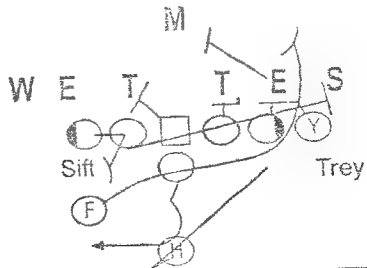


34/44

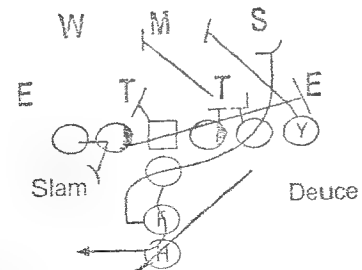


43

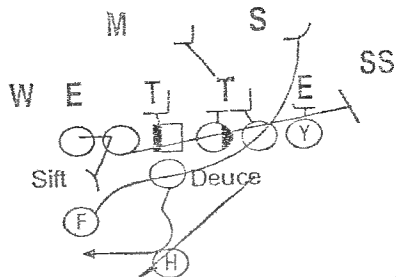
C.P. Deuce/Trey Priority



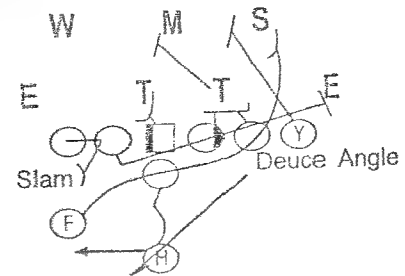
43 Stack



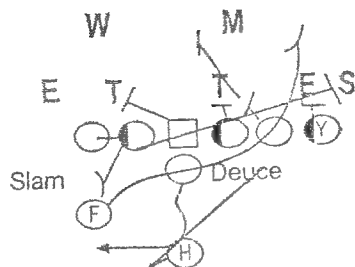
43 OV STK



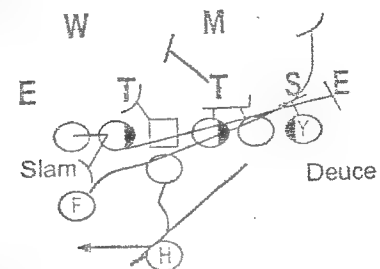
43 OV STK WIN



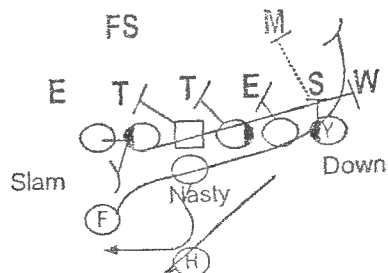
44 STG



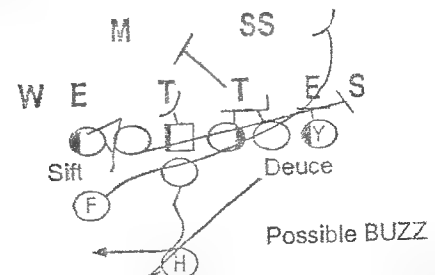
44 STG SAM SW



43 CUB WK

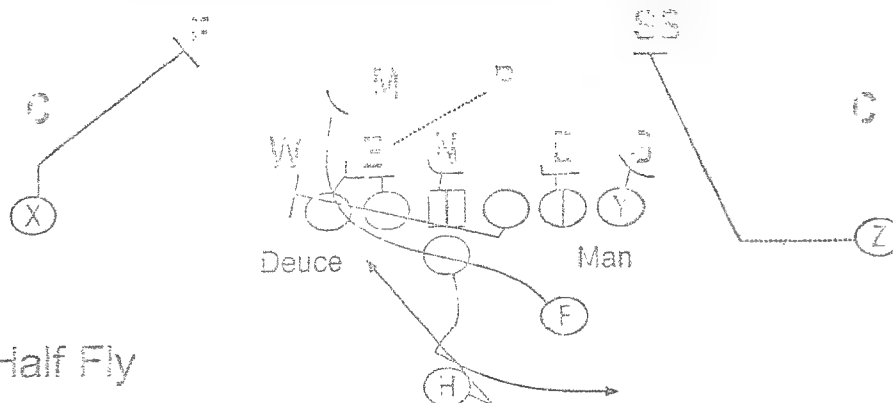


OV STK SAM OUT SIN



COUNTER 33-34 GB

3



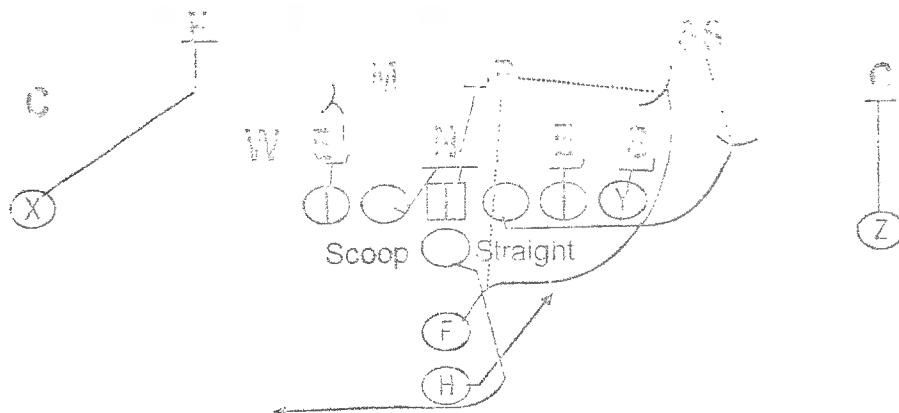
# 10 Strong Z Half Fly

**Concept:** Attitude Play. Misdirection play off Full flow action. Angle Blocking Scheme designed to Prevent Penetration and Separate the defense by driving DL lateral. Audible vs Overhang.

Z	Block Running Lane.
Y	Block Backside Cutoff #3      Man      Moon      Danger
FRONTSIDE TACKLE	Angle      Deuce      Gameplan Head/Shoulder Fake or Straight Note: Alert Straight Call to Backside Guard
FRONTSIDE GUARD	Angle      Deuce      Ace      Gone
CENTER	Angle, (BS A-Gap)      Ace      Slam      Gone
BACKSIDE GUARD	Pull and Trap 1st Defender Outside Tackle Target is nearest point of contact Alert to "STRAIGHT" Call by FST
BACKSIDE TACKLE	Slam Sift      Man      Moon      Danger
X	Block Weak Force.
QB	Open to H back, hand off over top Boot Away.
FB	Step and Pull to let QB/OG clear. Pull, block FSLB. Read pulling Guard block for path. Read his Numbers. vs KO-Underneath vs Log-Go Around
HB	Counter Slide Step to outside hip of OG. Plant and key block of Fullback. Option run off FB block.

# RIDE 33-3T G-LEAD

34



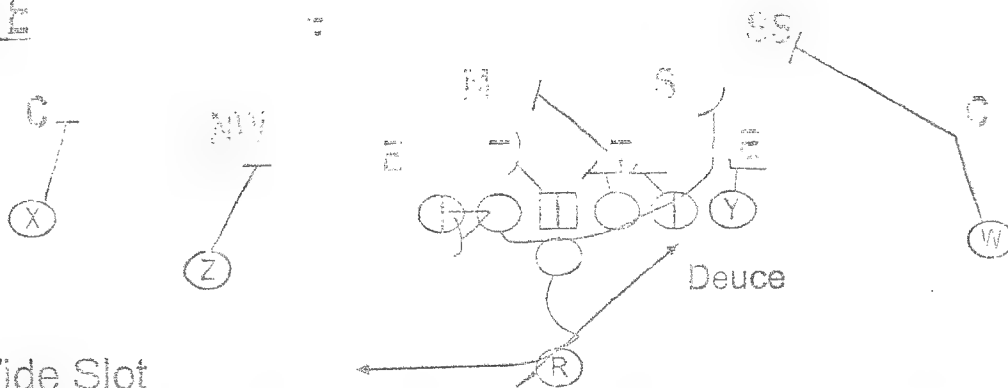
**Concept:** Blocking Scheme that attacks the perimeter by separating the defense with angles and pulling.

Z	Block 2nd Force
Y	Block Man Over, U-Call, Alert Straight / Choke
FRONTSIDE TACKLE	Block Man over, U Call when DE is too wide to reach. Uncovered, Block Down, Alert 'Swap / 'Cat'
FRONTSIDE GUARD	Pull and block Safety Position (Hook or Reverse) Alert to Choke (#4 Position on LOS) Alert U-Call between T/TE. Be Patient!
CENTER	Block Man Over #0. Uncovered Reach DT when Too Tight to get Mike Alert 'Cat' vs Tackle-Bubble (Possible Swap)
BACKSIDE GUARD	Block Man Over #1. Scoop Slug
BACKSIDE TACKLE	Block Man Over #2. Sift Scoop Slug
X	Block Running Lane
QB	Front Out. Get Ball deep to HB. Boot Away.
FB	Fill for man over FSG. Alert to Swap, Block 1st Stack LB Position
HB	Open, Crossover Downhill. Read POA Blocks.



# COUNTER 36/37 O

N 425 E



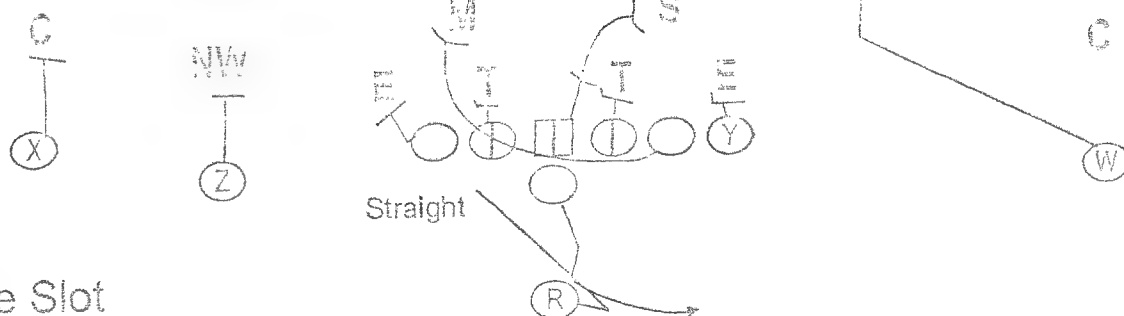
**Concept:** A 1-Back Counter Blocking Scheme designed to Prevent Penetration and Separate the defense by driving DL lateral. BSG will trap Sam. Used vs 6 in the Box. QB check out vs 7-in Box.

Z	Block Man Over.
Y	Block DE to MLB. (2nd LB Position) Use Angle Rules when Covered by Sam. Block Out vs Switch
FRONTSIDE TACKLE	Deuce or Trey to MLB (2nd LB Position)
FRONTSIDE GUARD	Angle      Deuce      Ace      Gone
CENTER	Angle, (BS A-Gap)      Ace      Slam      Gone ID Mike/Buc
BACKSIDE GUARD	Pull and Trap Sam (OLB) or Sam Player
BACKSIDE TACKLE	Seal Cutoff, Slam, or Sift (Game Plan)
X	Block Running Lane
QB	CTR Action to hand off/ CTR Fake (Break Perimeter). Check vs 7 in Box
W	Block Force.
HB	Jab Step to gain good relationship with OG on FSLB. Key Dbl Team to Pulling Guard. Gun = UBH



# COUNTER 35/34 T

425 Even



0 Wide Slot

**Concept:** Single Back Counter to Open Side vs 6 in Box. Angle Blocking Scheme designed to Prevent Penetration and Separate the defense by driving DL lateral. Audible vs 7 in Box, Overhang.

Good Play out of Gun.

Z	Block Man Over
Y	Block Man Over    Moon    Danger
FRONTSIDE TACKLE	Angle    Deuce    Straight    Gameplan Head/Shoulder Fake Note- Alert Straight Call to BS Tackle.
FRONTSIDE GUARD	Angle    Deuce    Ace    vs G-Bubble or FSG has angle on DT call straight
CENTER	Angle, (BS A-Gap)    Ace    Gus    Back    Gone
BACKSIDE GUARD	Block Man over, uncovered alert Gus - Pull and Trap/Lead on LB
BACKSIDE TACKLE	Pull and Trap 1st Defender Outside OG vs Straight Trap LB
X	Block Man On
QB	Counter footwork, hand ball , boot away
W	Block Running Lane
RB	Counter Slide Step to TE. Key block of Pulling Tackle. (Gun=UBH)





Homestead Times



Pass Game

## THE LEVEL PACKAGE

These plays will be run from any 3-1 or 2-2 Set.  
Protections: 62/63 and 76/77

### RULES:

Call Protection and then the play.

## PLAY CALL MECHANICS

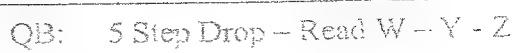
1. Call the specific receiver on a Level Route which is a 3-5 yard Crossing Route with the ability to sit down in zone.
2. The first inside receiver will run a 10 yard In Route without it being called.
3. The third receiver will run a Post Route if detached (convert to Fade vs. Press, Cover 2, and 2 Man). The third receiver will run a Corner Route if in a Wing Position.
4. Backside receiver will run a 14 yard Semi Curl.
5. The back will run a route according to protection.

### PLAYS

## HOT/SIGHT ADJUSTMENT RULES

Based on Route

7677 Sam. W. Love



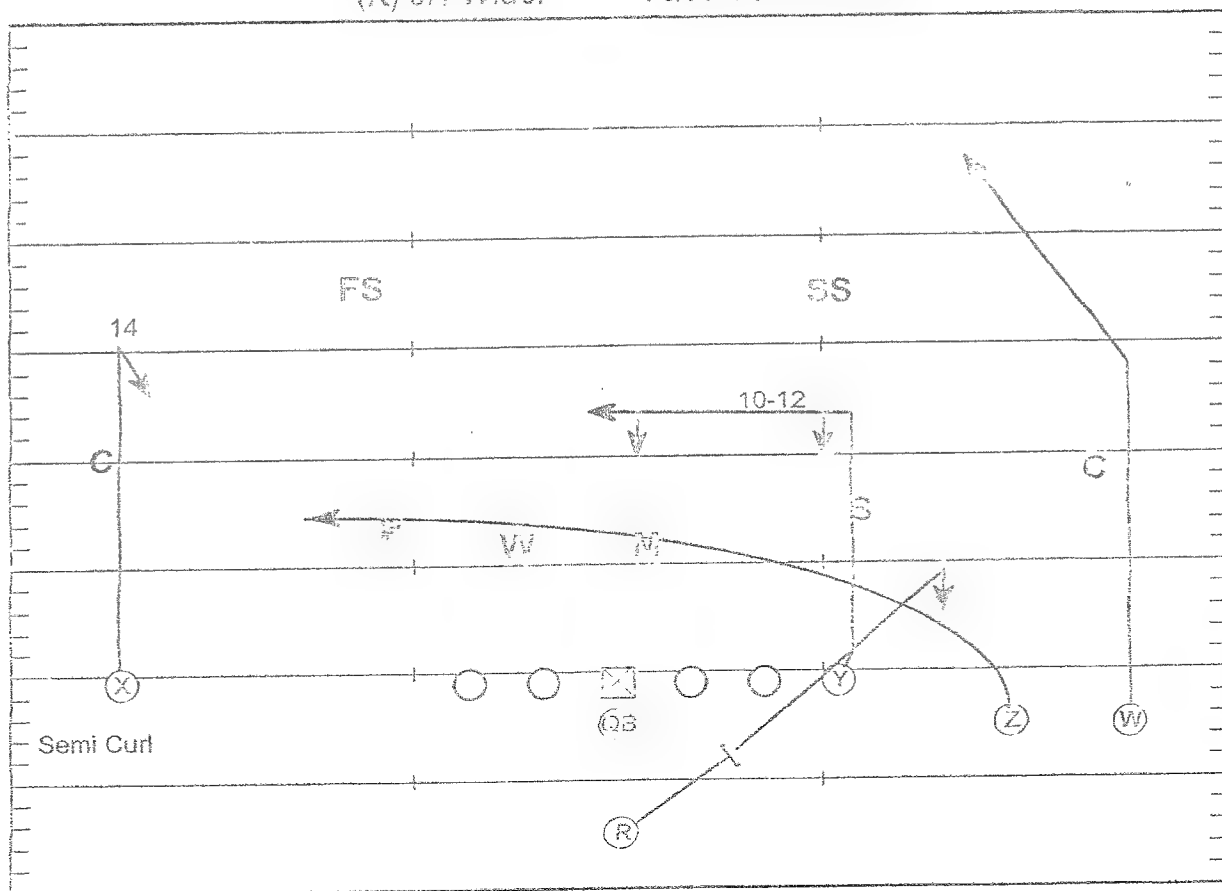
Z: Seam Alignment – Execute Post Route with conversions

W: Half Fly from Wider Alignment – Execute a Level Route

R: Block Protection - N/T Execute a Slow Flat

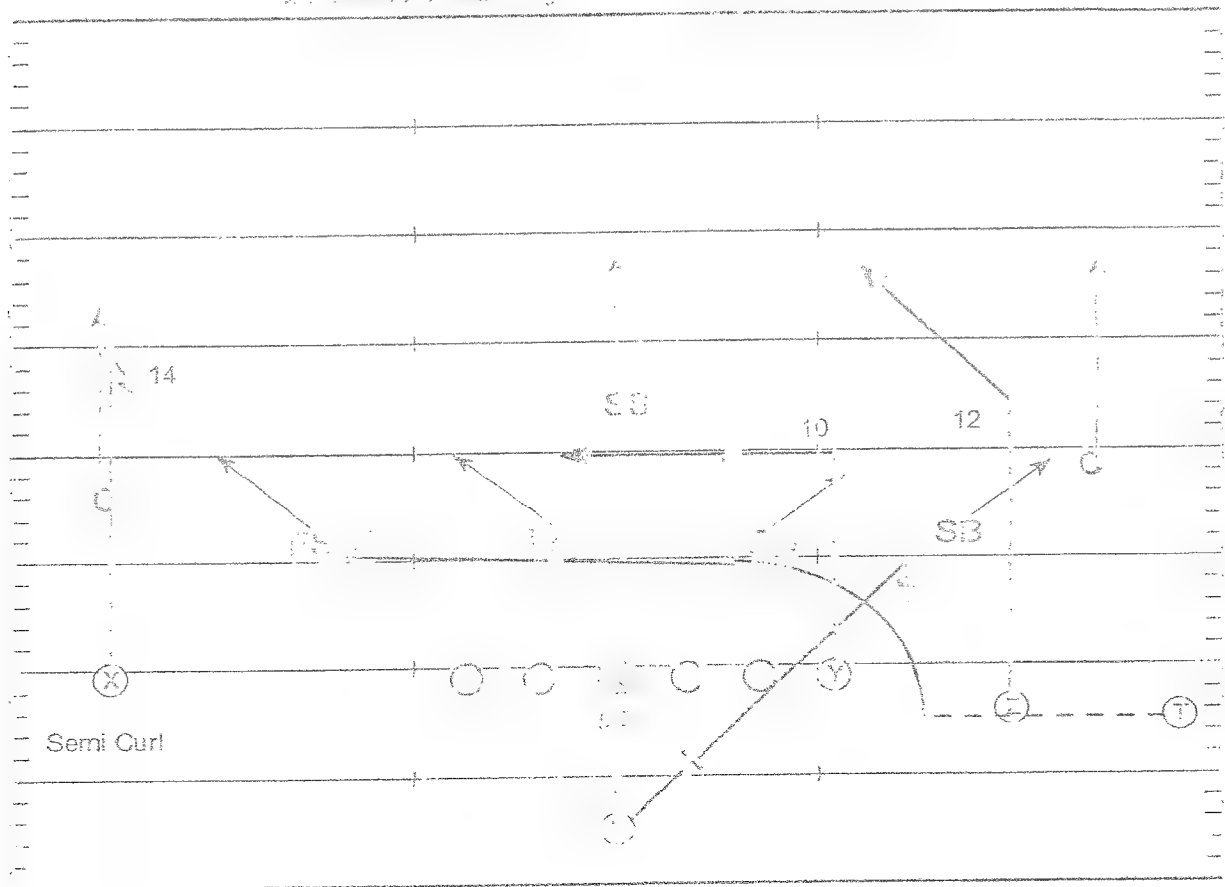
FORMATIONS:

76/77 Semi Z-Level



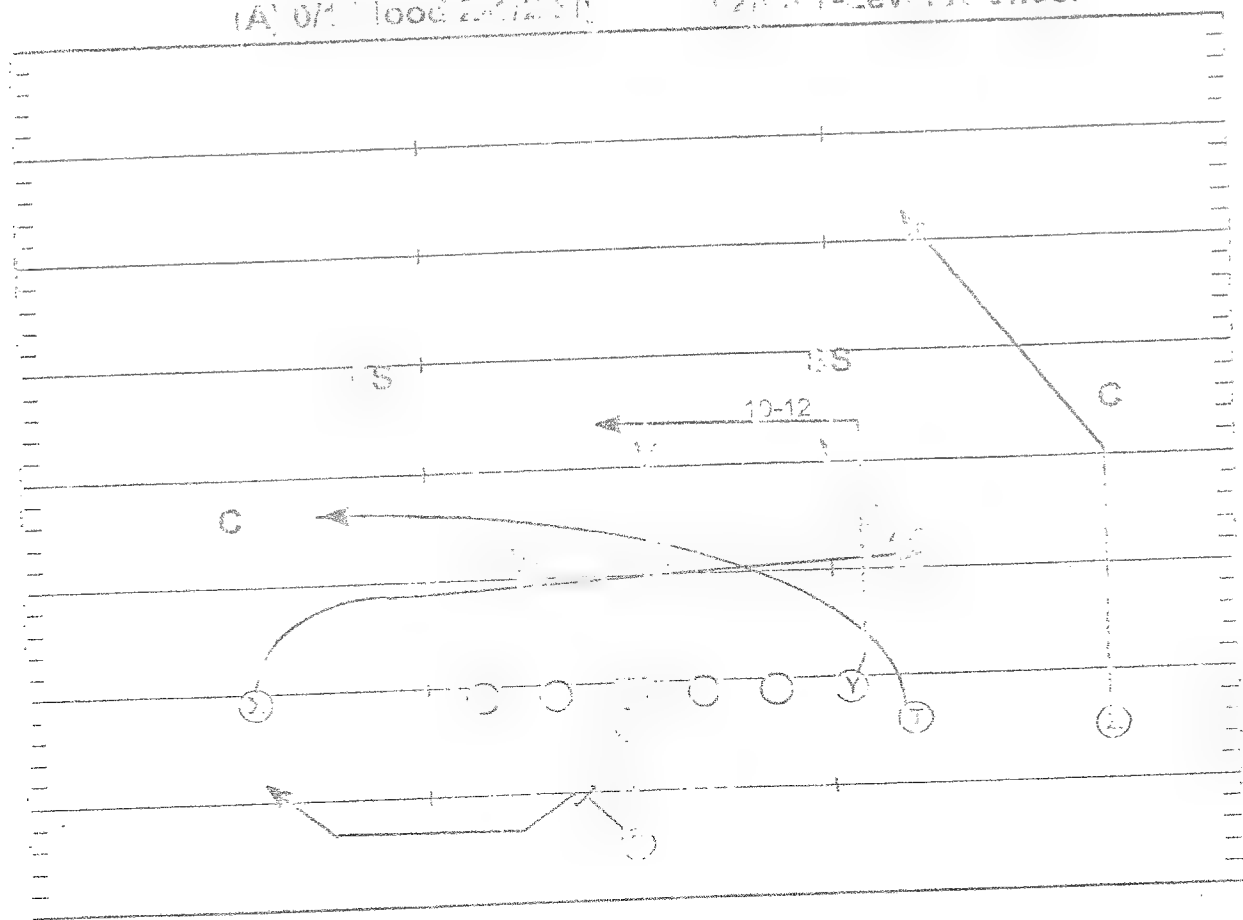
0/1 Water T-assembly

7 0/1 Temp T-assembly



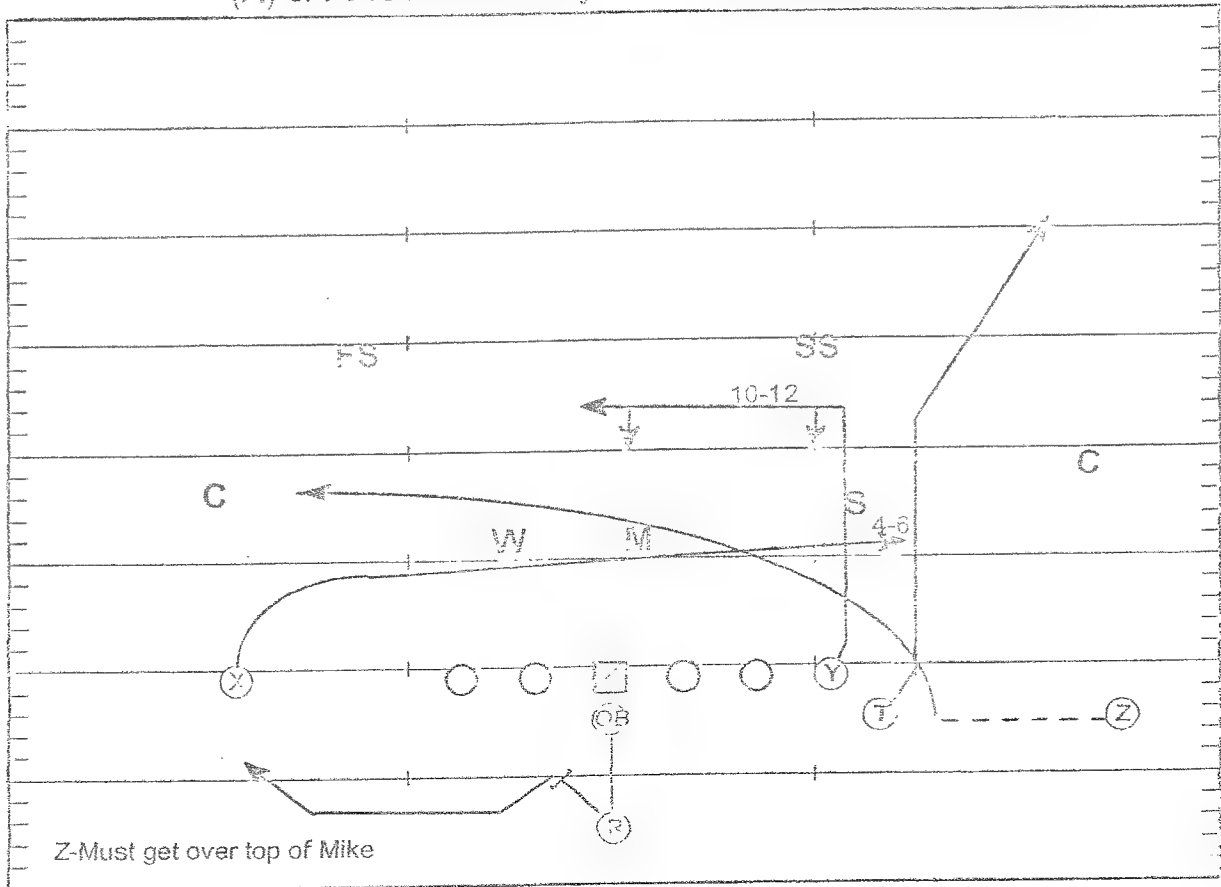
(A) 0/1 1000 2-4/2-3

2/3 T-Level X-Under



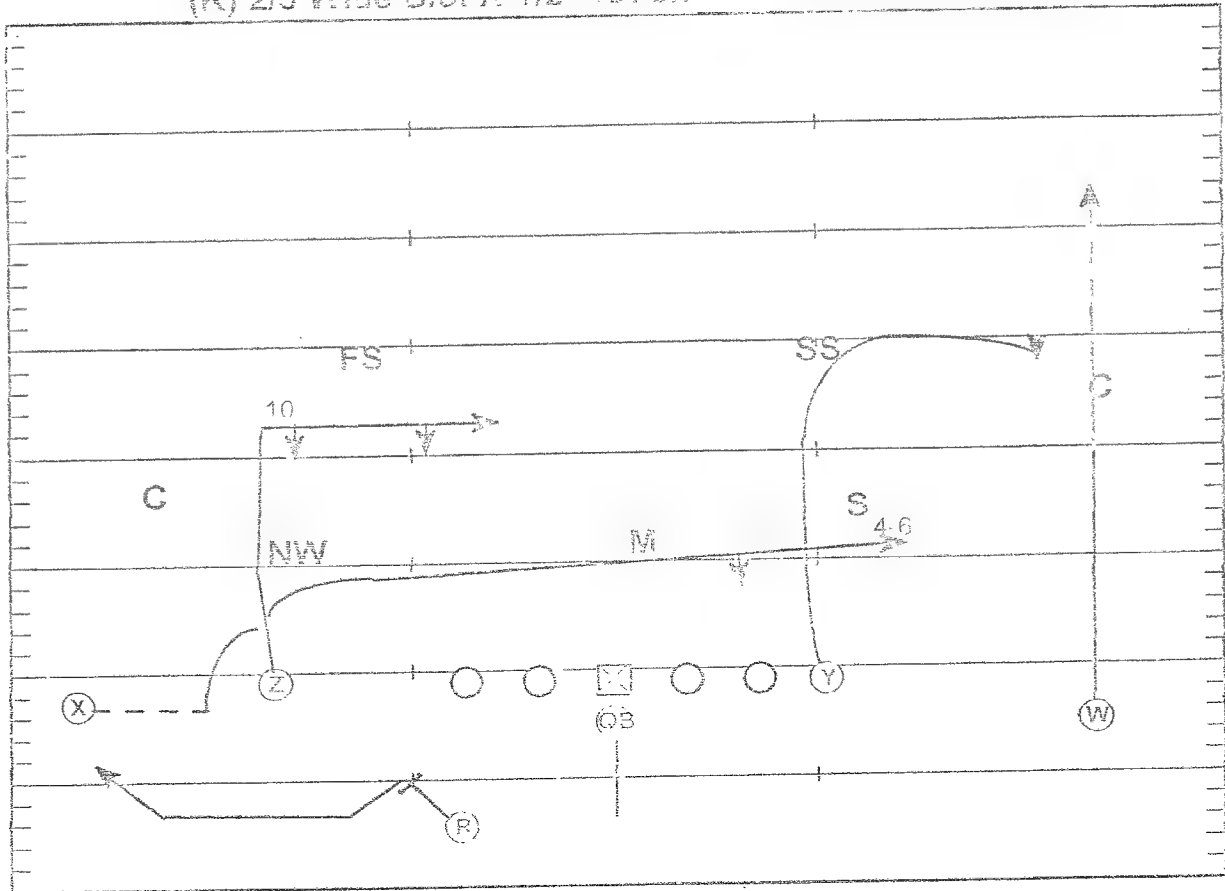
(A) 0/1 Flood Z-1/2 Fly

62/63 Z Level X-Under



(K) 2/3 Wide Slot X-1/2 Motion

62/63 Y-Sail X-Level



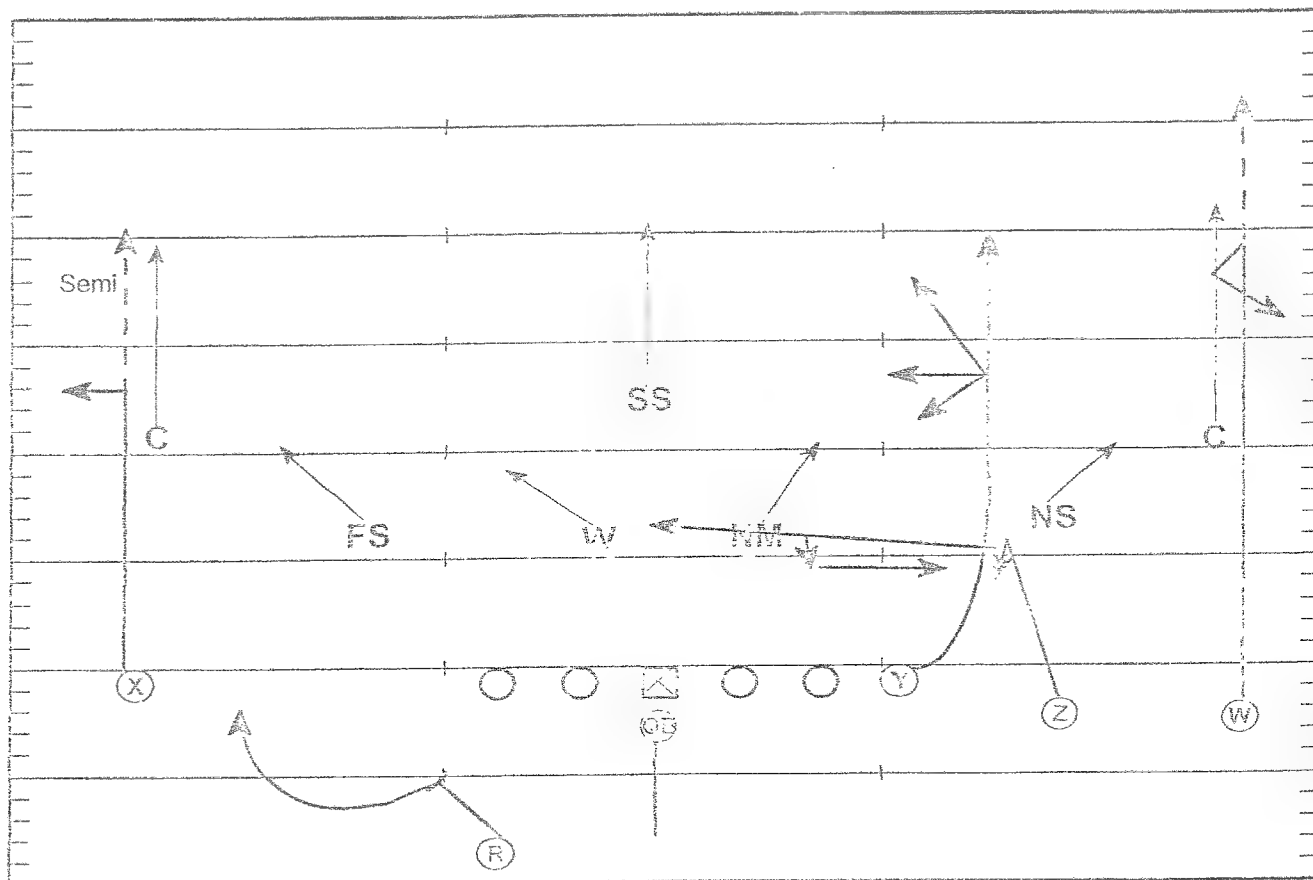


## THE READ PACKAGE

### CONCEPT

Route designed to isolate a receiver giving him a chance to get open based on defender's techniques (Semi). A Streak Read Concept is built in away from Read Route.

### 2/3 Wider 62/63 X Read



QB: 7 to 5 Step Drop – vs. Post Safety - X to Y to W to Z  
Vs. Cover 2 – Y to W to Z

X: Minimum Split – Run Semi or Go based on Corner. Go vs. 2, 2 Man, Press.

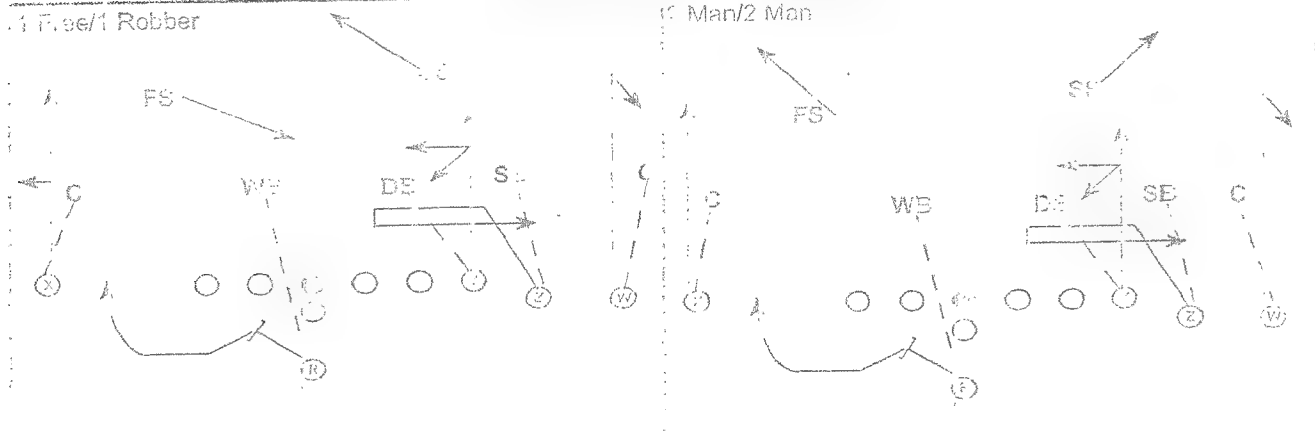
Z: Seam Alignment – Execute Shallow

Y: Execute Streak Read

W: Execute Outside Streak Read (Max Plus Split)

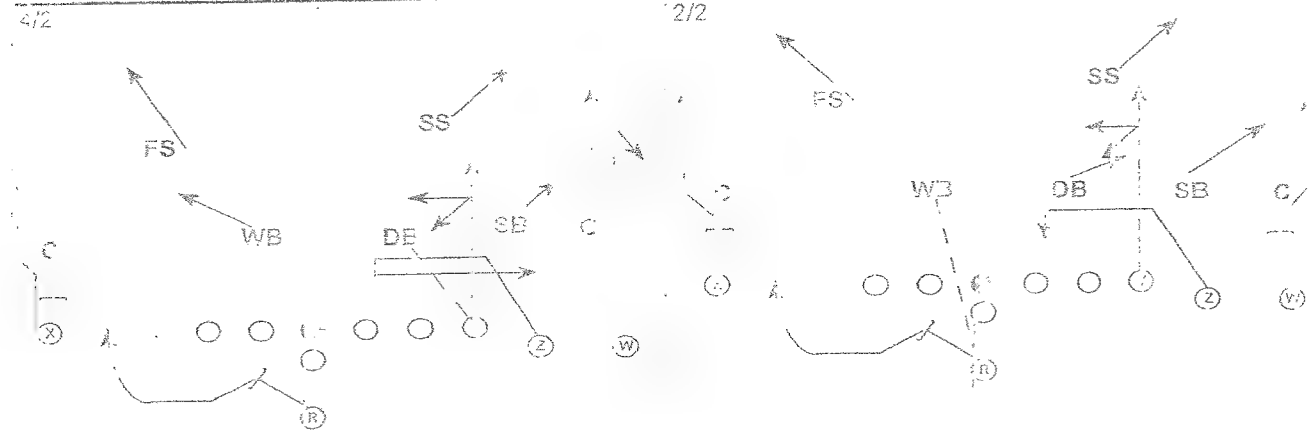
R: Block Protection Rule - N/T Execute M Route

10. Man/2 Man



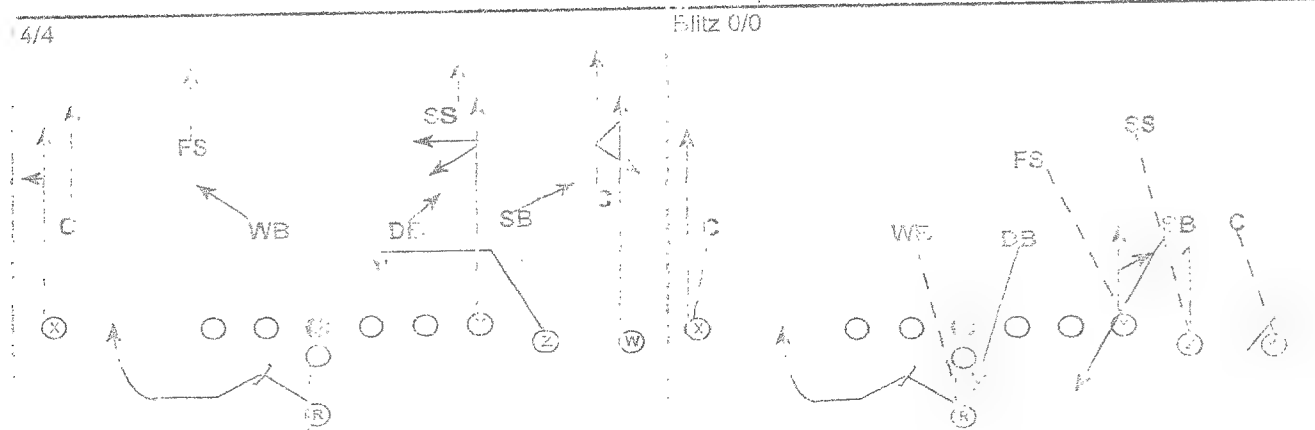
412

212



4/4

Filtz 0/0



# MASSACHUSETTS

THESE PLAYS WILL BE RUN FROM 2x2 FORMATIONS.

PROTECTIONS 76/77

## CONCRETE

High-Low concept with the Smash Receiver controlling the underneath coverage for a flag.

### Route by the Inside Receiver (That can Hook Up).



76/77 Z SMASH X RETURN

- QB: 5 to 7 step drop.

X: Maximum plus split. Execute a Smash Route at 6 yards.

Z: Maximum plus split. Execute a Smash Route at 6 yards.

Y: Execute Flag Route at 10 yds.

**Block Protection.** N/T, check Over the Ball.

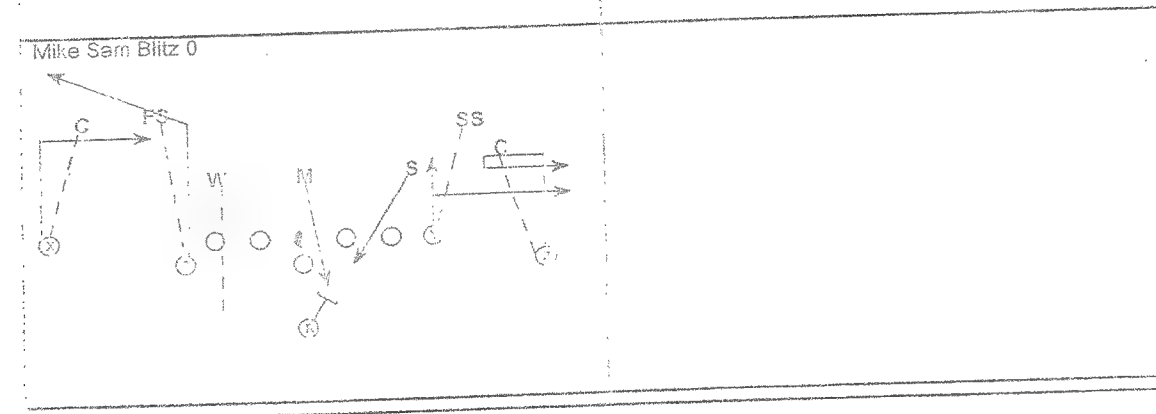
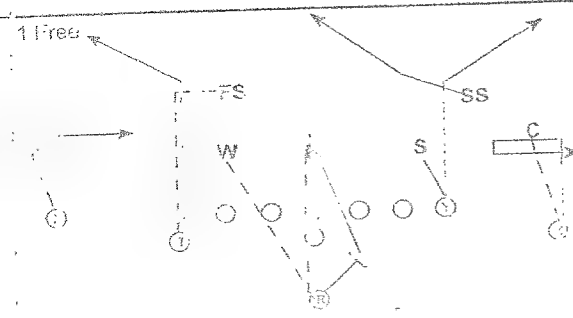
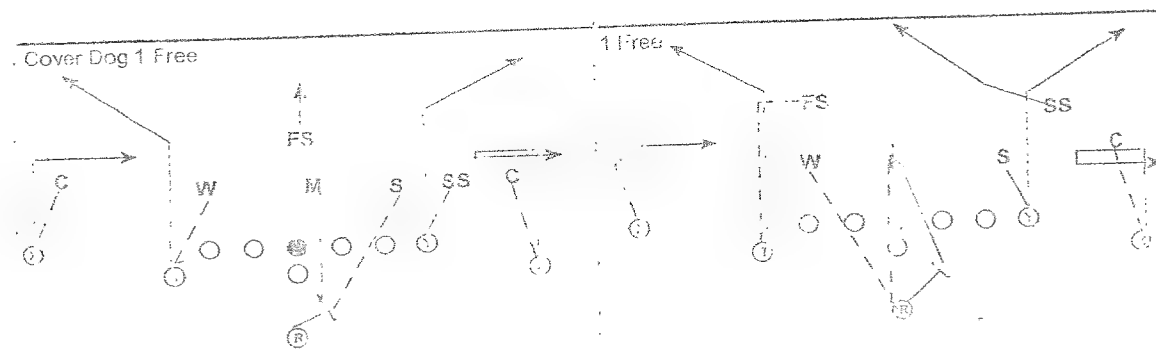
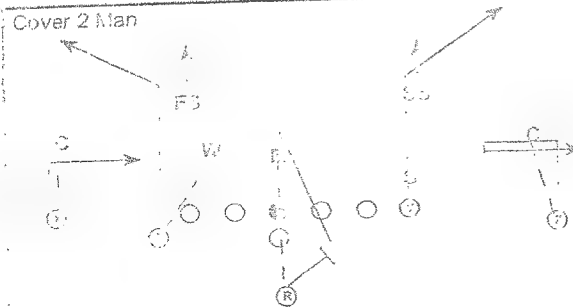
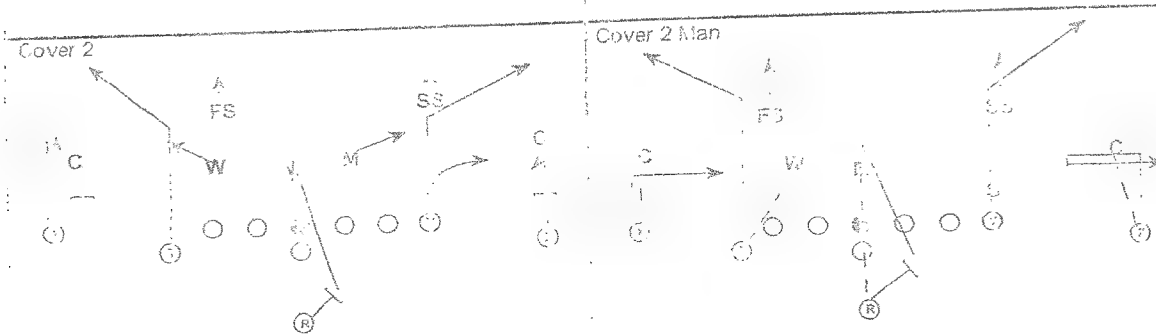
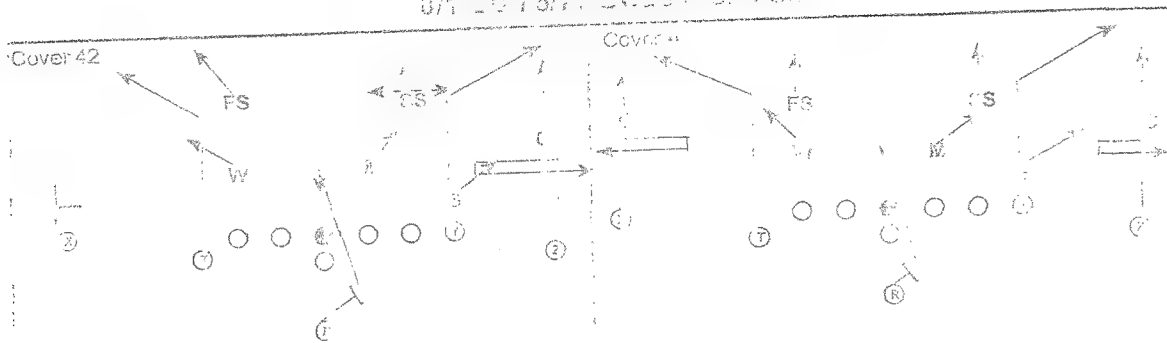
**E:** Execute Flag Route at 10 yds.

## VARIATIONS

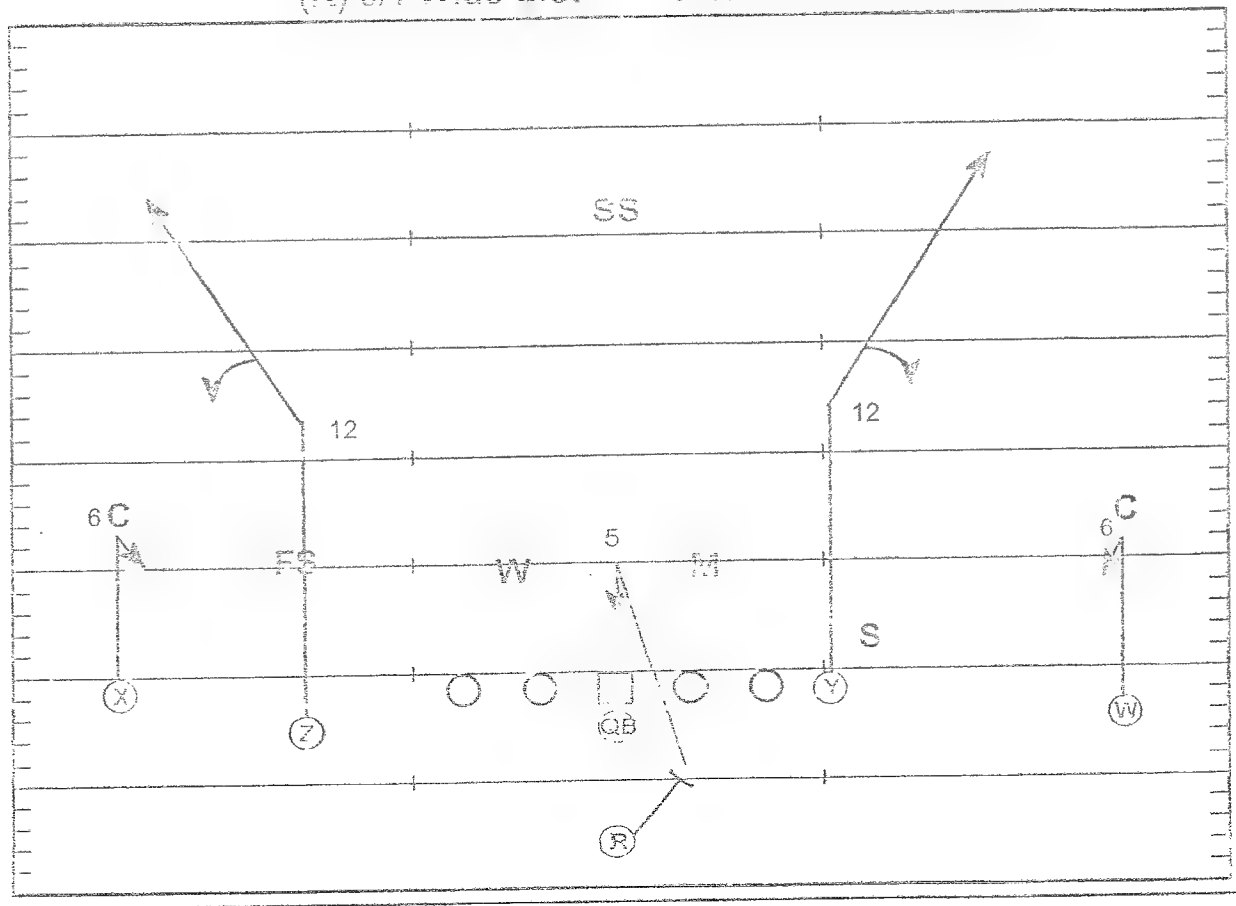
RETURN — Is the same as Sinash for everyone except the called receiver or receivers. Run a

Return with no Adjustments.

0/1 107377 00001 00001

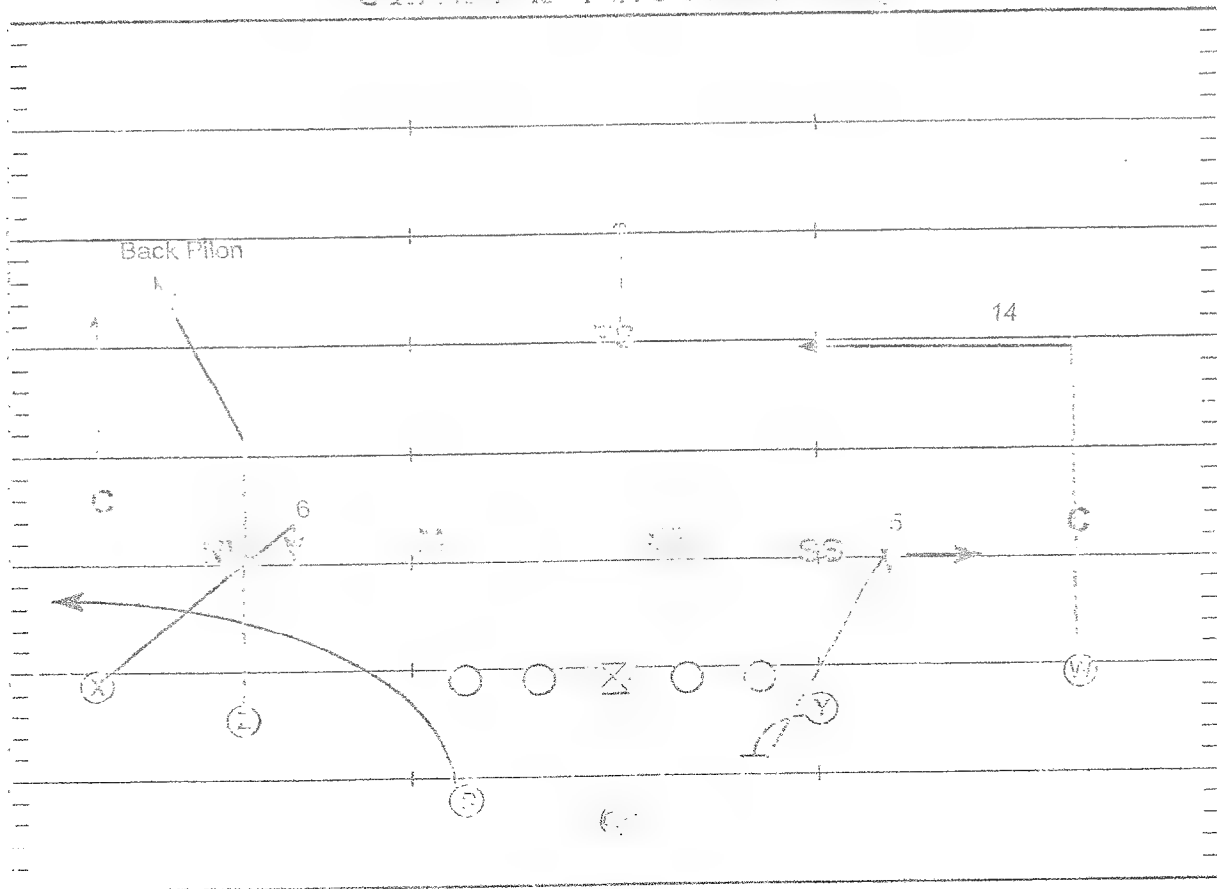


(K) 0/1 Wide Slot 76/77 Double Smash

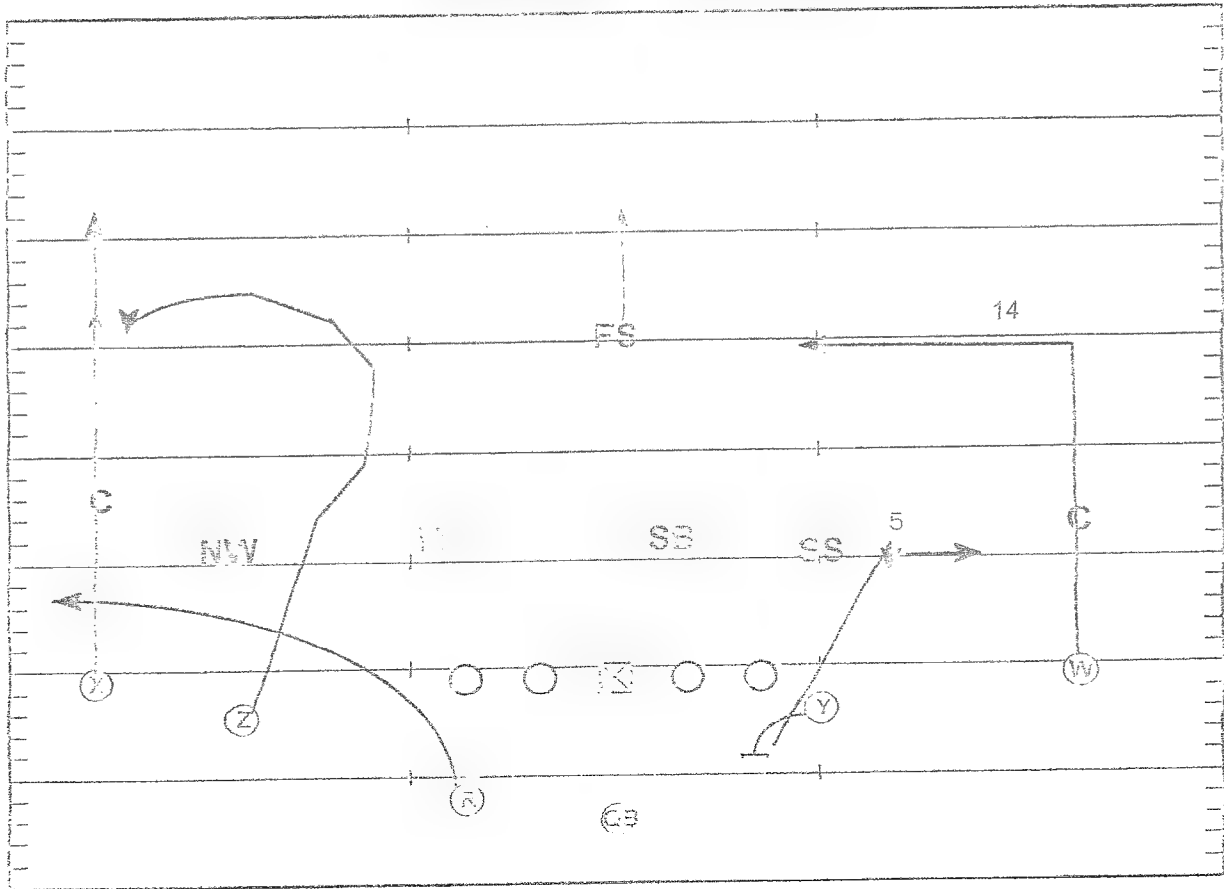




GIS File # 7475 Gen. Map



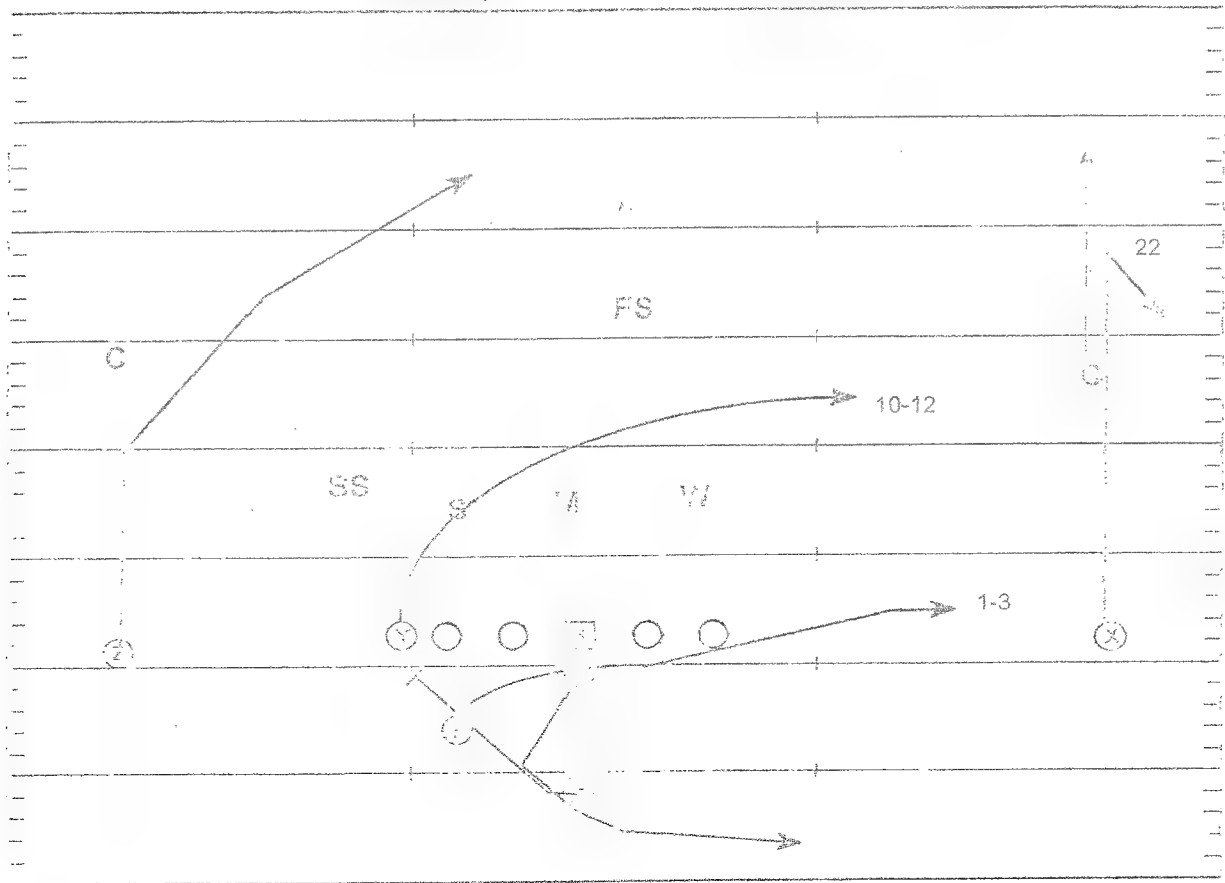
# Gun Half Rt 74/75 Z-Sail





C/A Strong

Ice 338/339 Ice Lt/Rt



# 

### 

Meeting #4

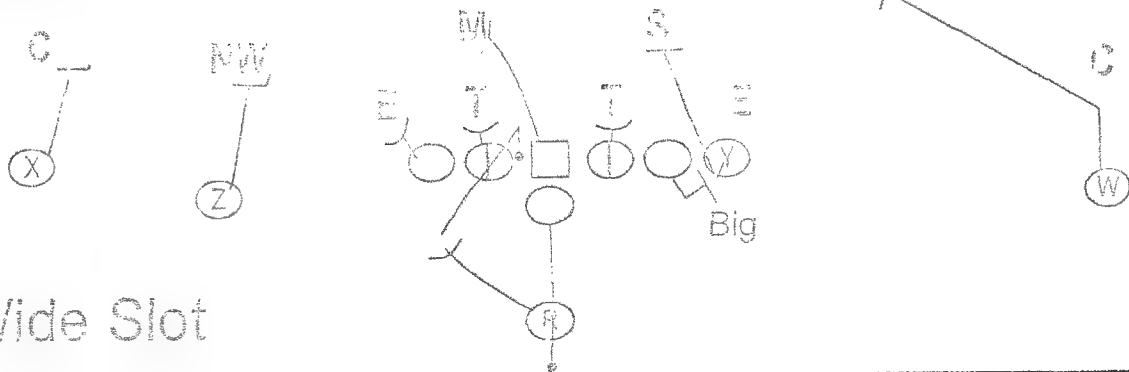
8/10/13	Page: 1
880/561 Middle Screen - R to R	2
PKG 562-563 W Go Screen	4

8/10/13	Page: 1
Ride 38/39 Zone (Dir)	6-7
Ride 35/34 Box	8-9
H/F 43/44	10-11
Quick 10/11 Trap	12-13
Quick 11/10 trap (31-30)	14-15
C 38/19 Power Club	16-17

8/10/13	Page: 1
76/77 Double Hot	18
80/63 T-Sail Y-Hot	20
82/83 Hugo	21
76/77 Sticks	22
82/83 Semi Y-Middle Z-Hook	23
Quick 331/330 Naked R/L Y-Delay	24

# 580/581 Middle Screen L/Rt to R

N42 Even



0 Wide Slot

**Concept:** 1-Back Screen Off 40/41 Ted Blocking - Used vs. 5 or 6 in the Box.

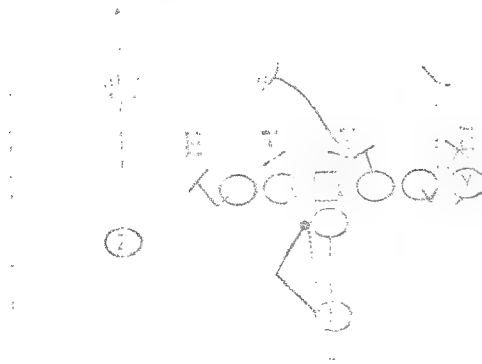
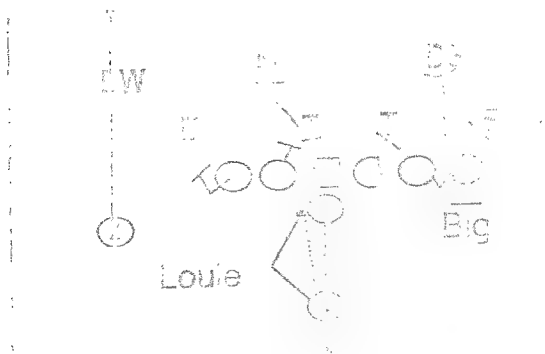
Z	Runoff, 2nd Level Blocking
Y	Block Sam LB. If Stacked, Big Call. If Sam too far Inside, Man Call, Block #3
FRONTSIDE TACKLE	Big on Big Block DE. Alert Deuce/Ed Man Danger Note: Be sure TE knows who Mike is
FRONTSIDE GUARD	Big on Big Deuce/Ed Ace Fold X Note: Be sure TE knows who Mike is
CENTER	Big on Big Make calls to block 2nd LB Position in 4 Down looks Possible Fold or X vs 3 Down Looks, Man Note: ID Mike - Make Sure TE is aware
BACKSIDE GUARD	Big on Big Slip Man Fold X
BACKSIDE TACKLE	Big on Big Sift #3 LB Position
X	Runoff, 2nd Level Blocking
QB	5 step drop. Find Screen Receiver, get ball to him.
W	Runoff, 2nd Level Blocking
RB	Execute Middle Screen. Alert to Slam Release.



# 2000 TETRA 5 OFF-PCW

4.16 Over

4.17

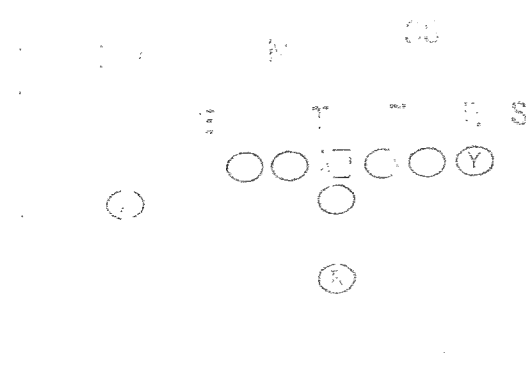
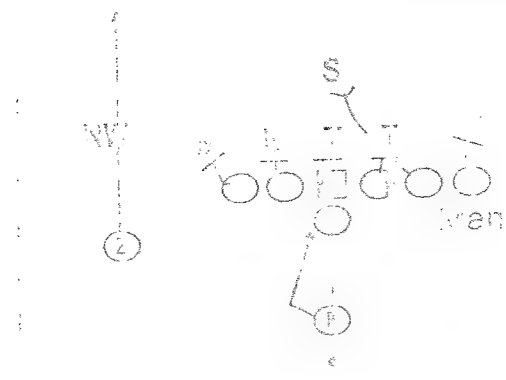


4.25-5 Down

4.26

Alert 5-Down Check

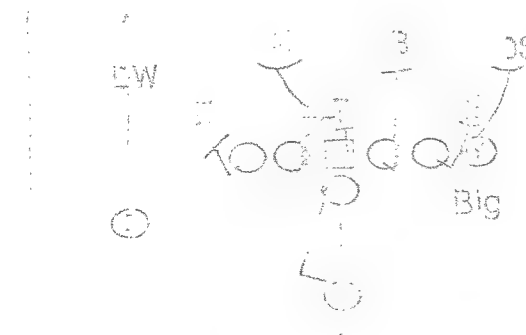
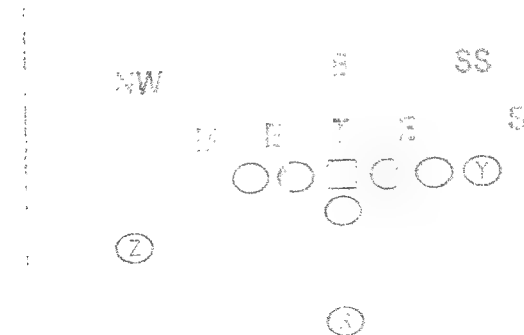
Audible Out



4.35-5 Down

4.36

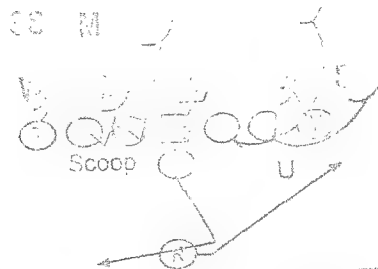
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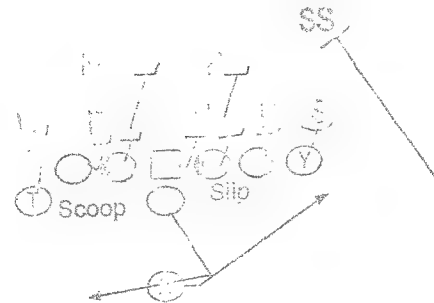


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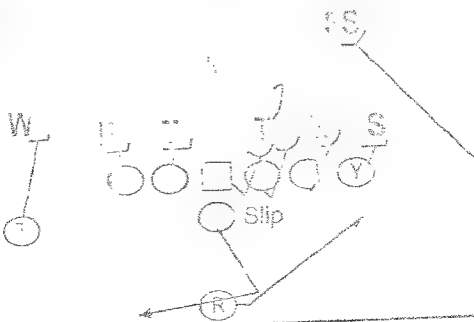
42 Under



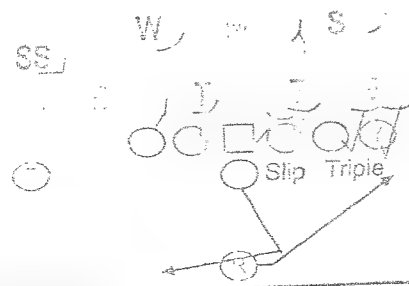
34/32



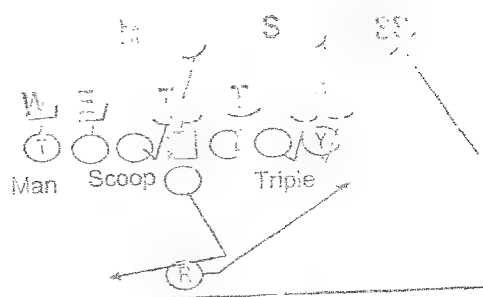
43 Walk



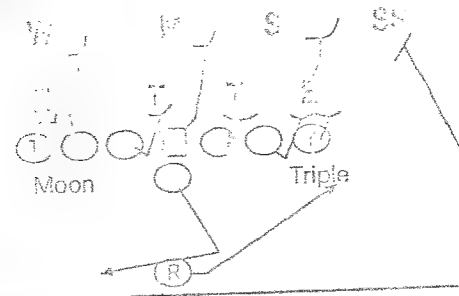
44/42



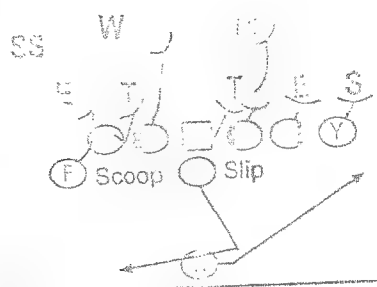
45/44



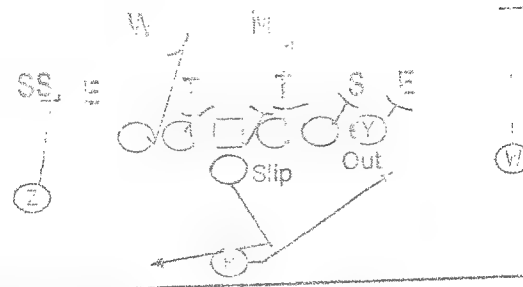
46/43



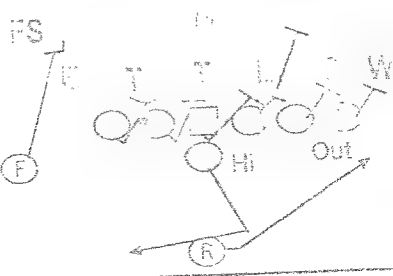
46 STP



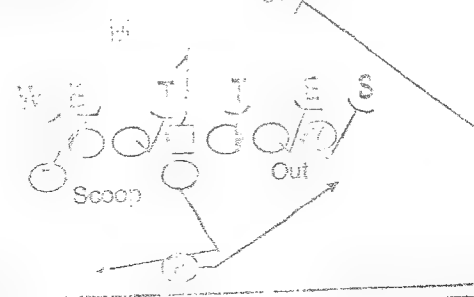
47 STP SA. CW



48 CUL. WK.

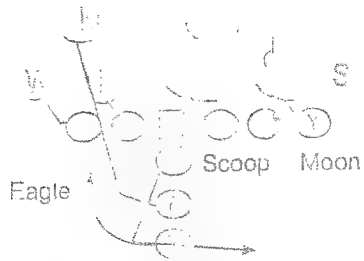


49 CUL. WK. SA.

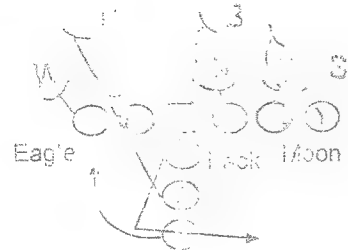


# TEXAS 35-9 303

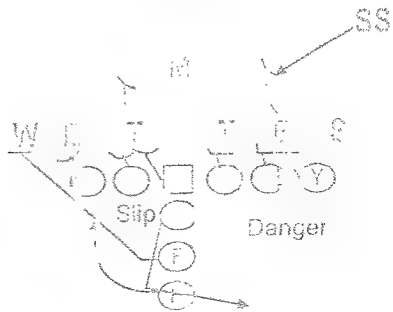
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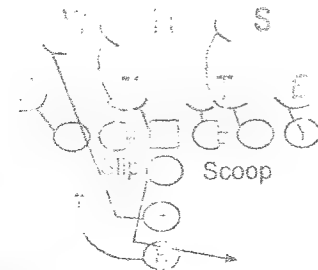
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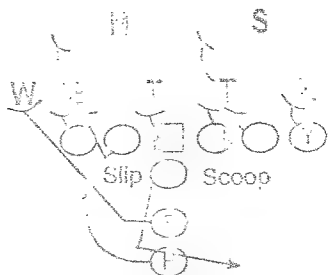
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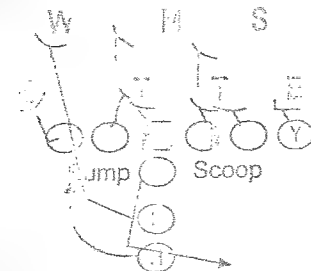
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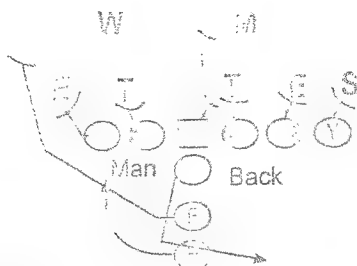
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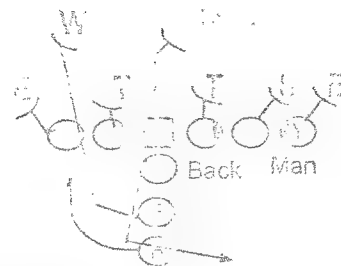
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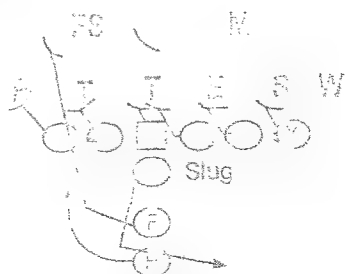
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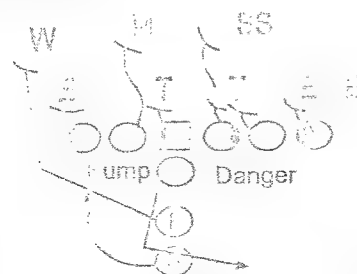
44 S'E SAMP



43 CUB LK

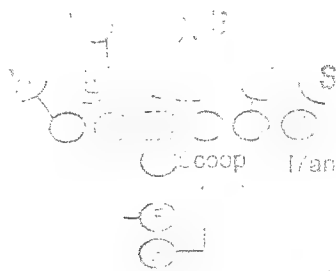


43 CUB SAMP

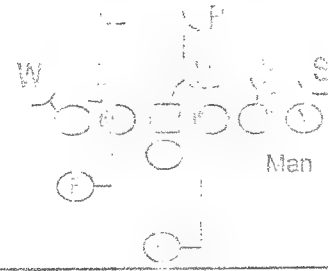


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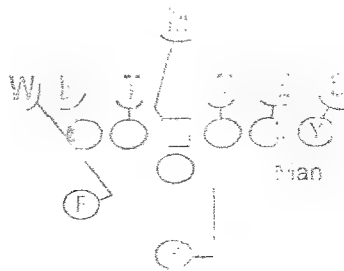
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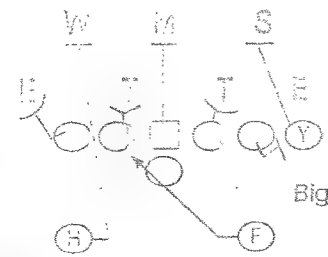
34/44



43

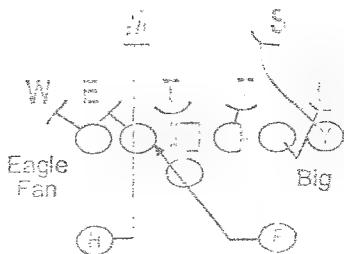


43 Stack



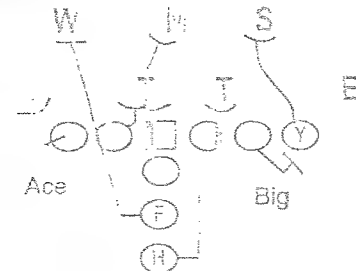
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43 CVSTX

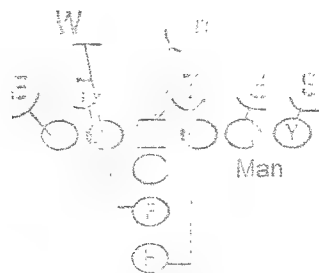


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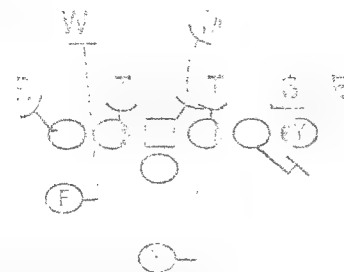
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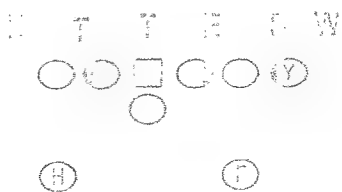
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43 CVSTX

Audible Out

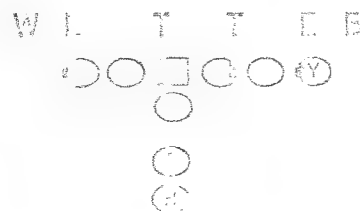
FS W



CVSTX 44 SW

Audible Out

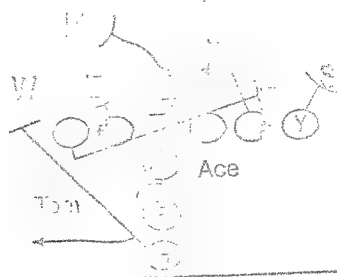
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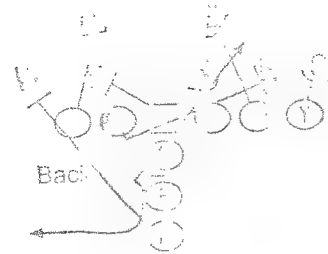


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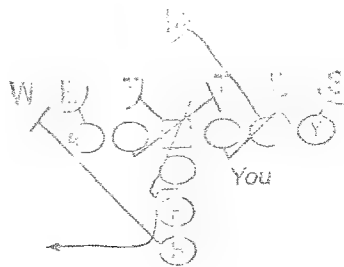
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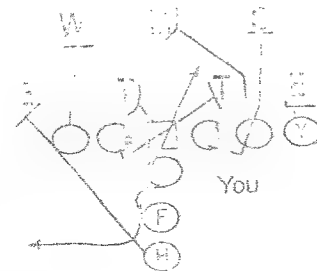
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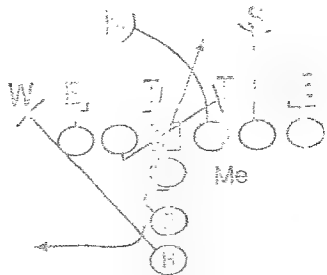
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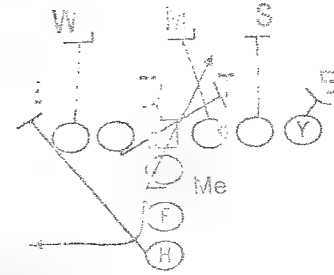
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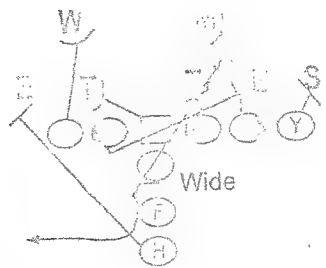
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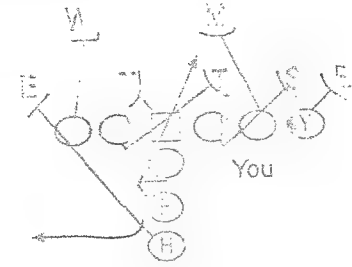
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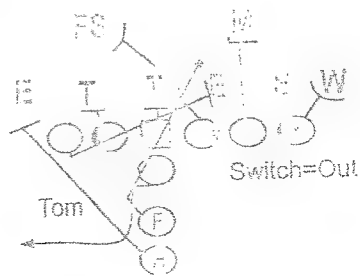
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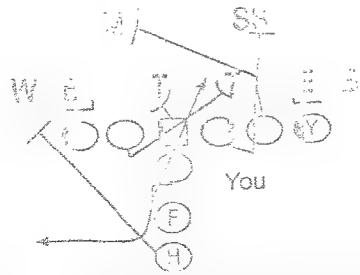
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52 CIDER

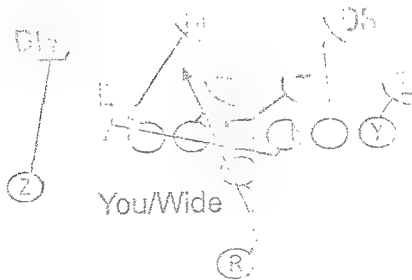


53 CIDER

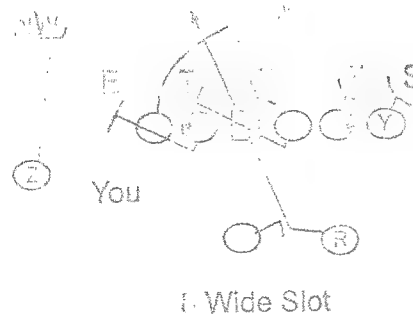


# Q 11-10 T-11 (C 31-3 ) from Gun)

426 Over

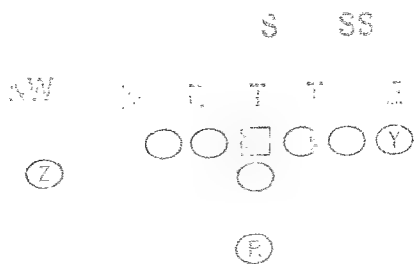


426 Under



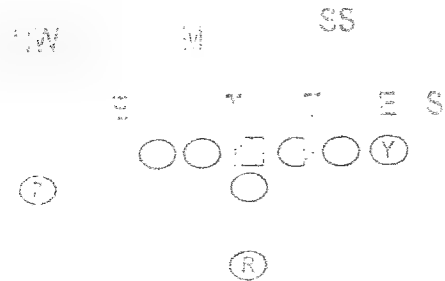
425 - 5 Down

AUDIBLE OUT



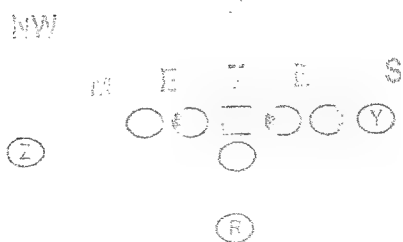
425 - 5 Up

AUDIBLE OUT

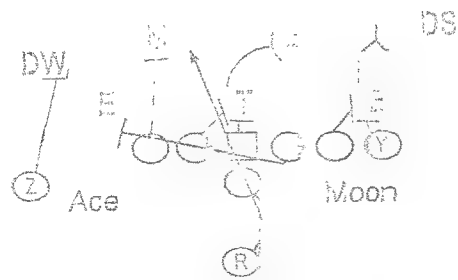


335 - 5 Down

AUDIBLE OUT

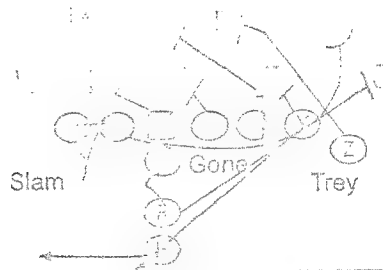


326 - Odd

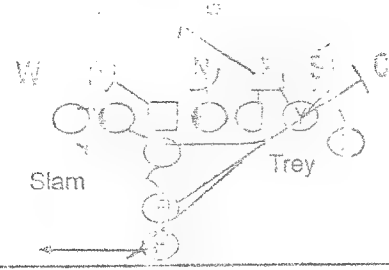


# C 68-69 POWER CLUB

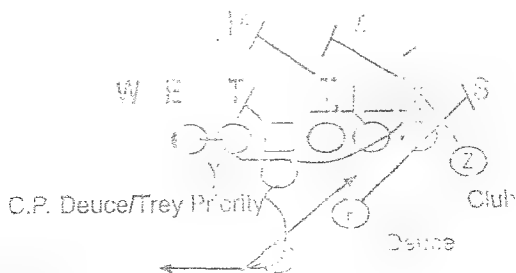
24 Deuce



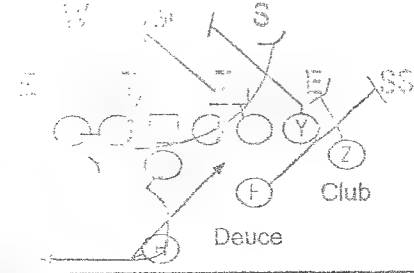
31 Deuce



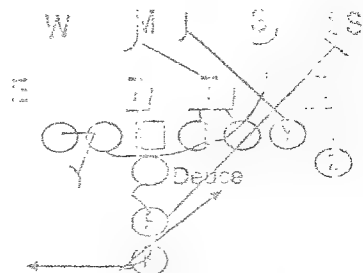
46



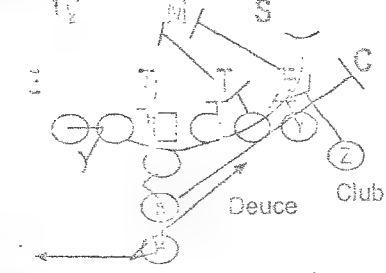
46 Deuce



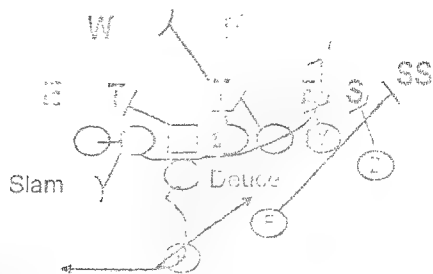
43 OV STX



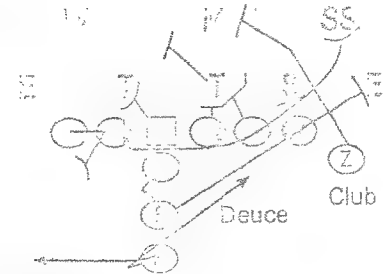
43 OV STX



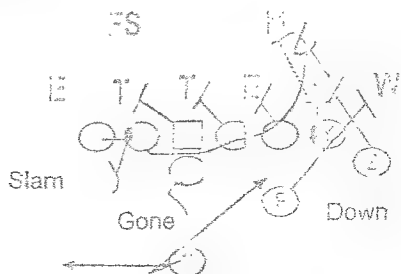
44 STC



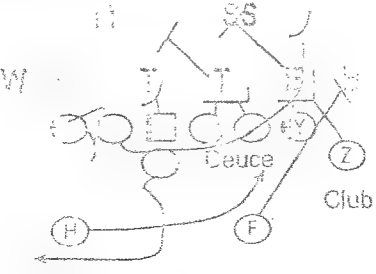
44 STC



43 CLUB WK



43 CLUB WK



# Elimination Patterns



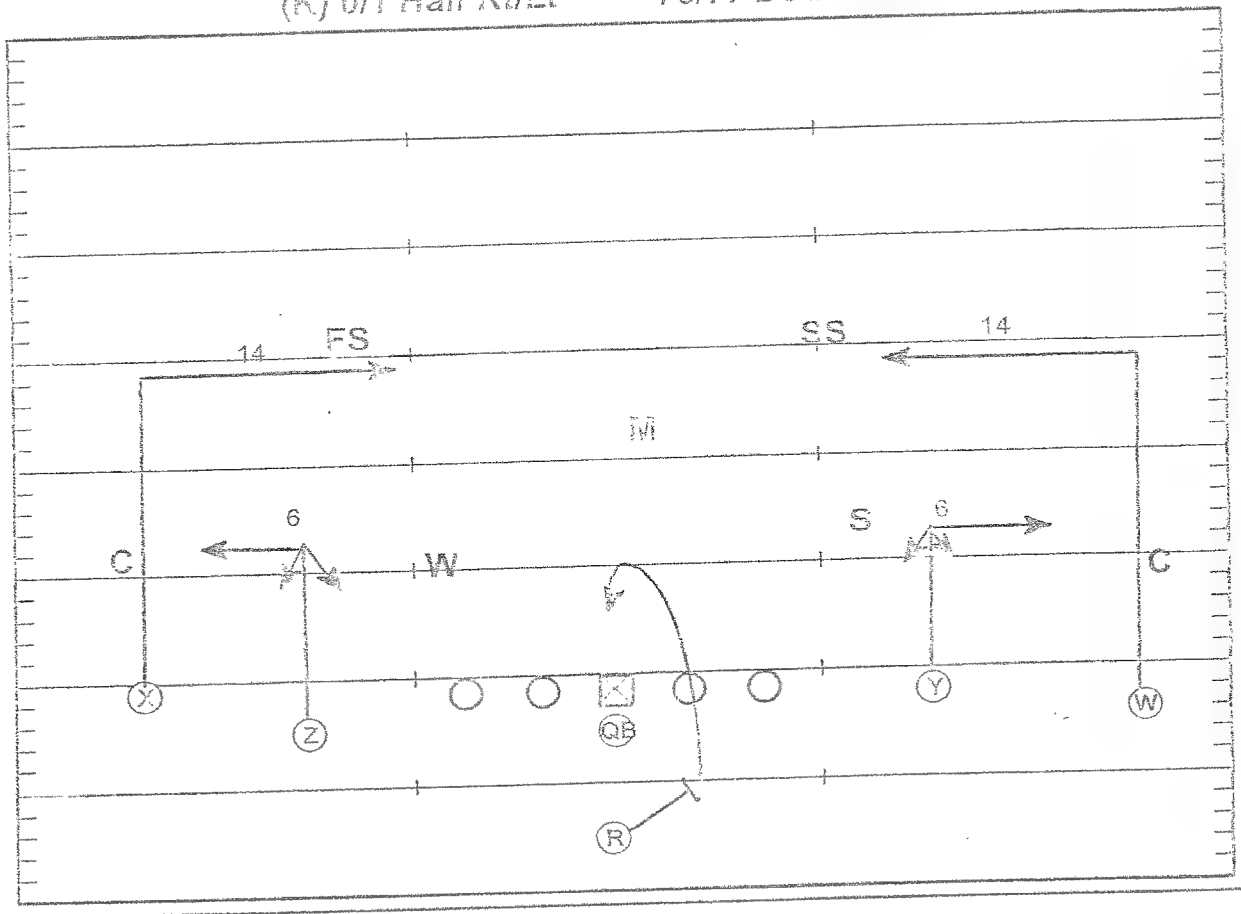
## Pass Game

HOT  
THESE PLAYS WILL BE RUN FROM 2x2 FORMATIONS.  
PROTECTIONS 76/77

CONCEPT

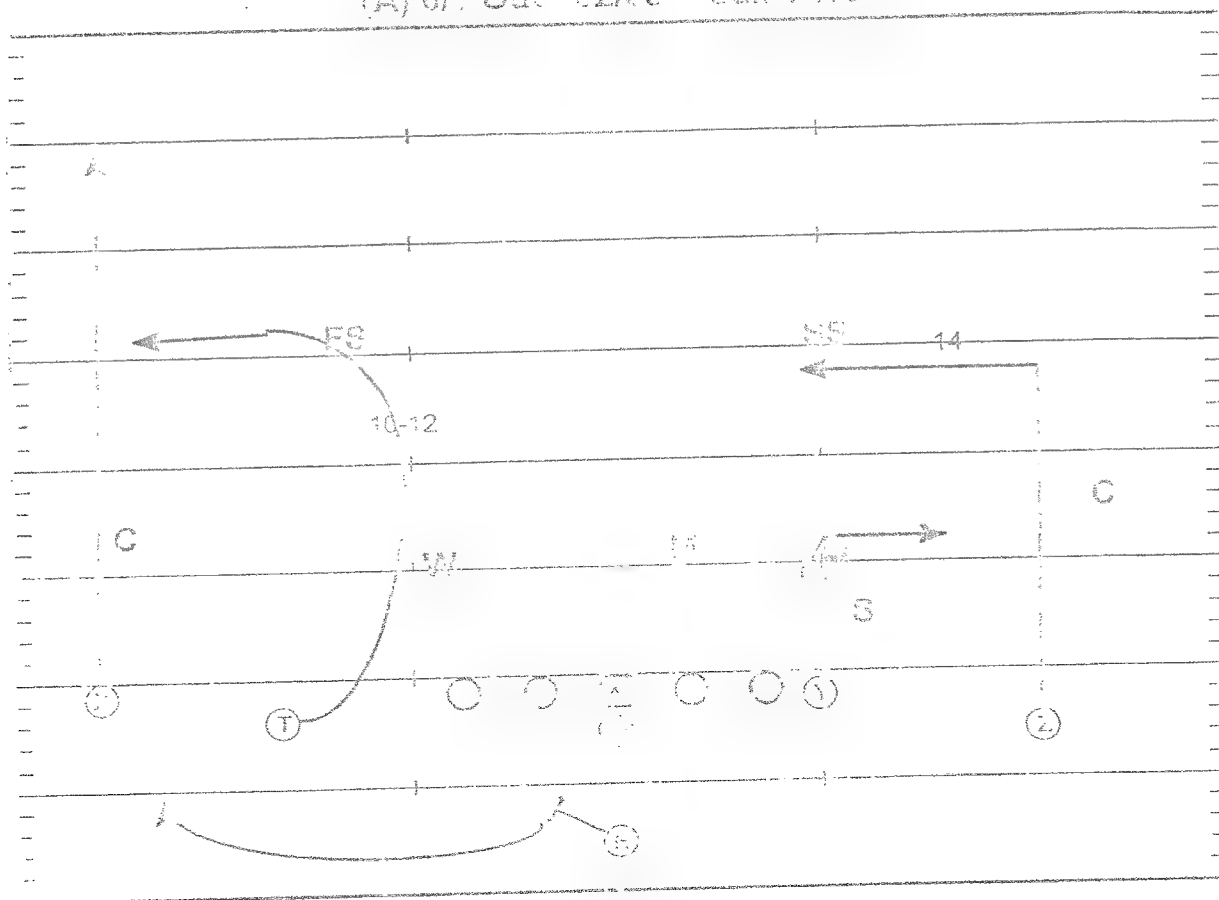
High-Low concept with the Hot Receiver controlling the underneath coverage for a 14 yd IN Route by the Outside Receiver.

(K) 0/1 Half Rt/Lt      76/77 Double Hot



- QB: 5 to 7 step drop.  
X: Maximum plus split. Execute an IN route at 14 yards.  
Z: Seam split. Execute a Hot Route at 6 yards.  
Y: Execute Called Route.  
H: Block Protection, execute called Route.  
W: Execute Called Route.

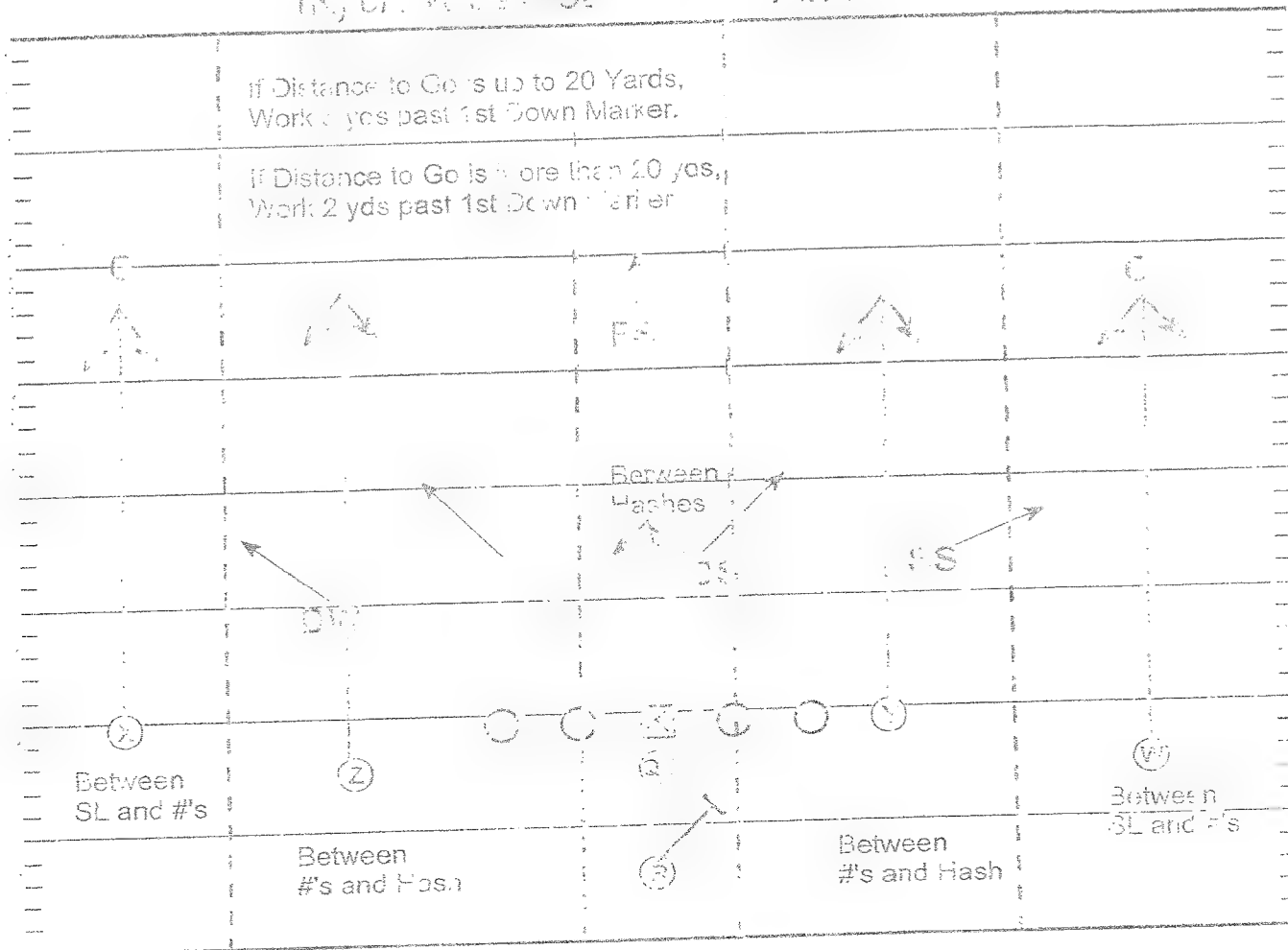
(A) OF OR E2/R3 - Salt Y-Box





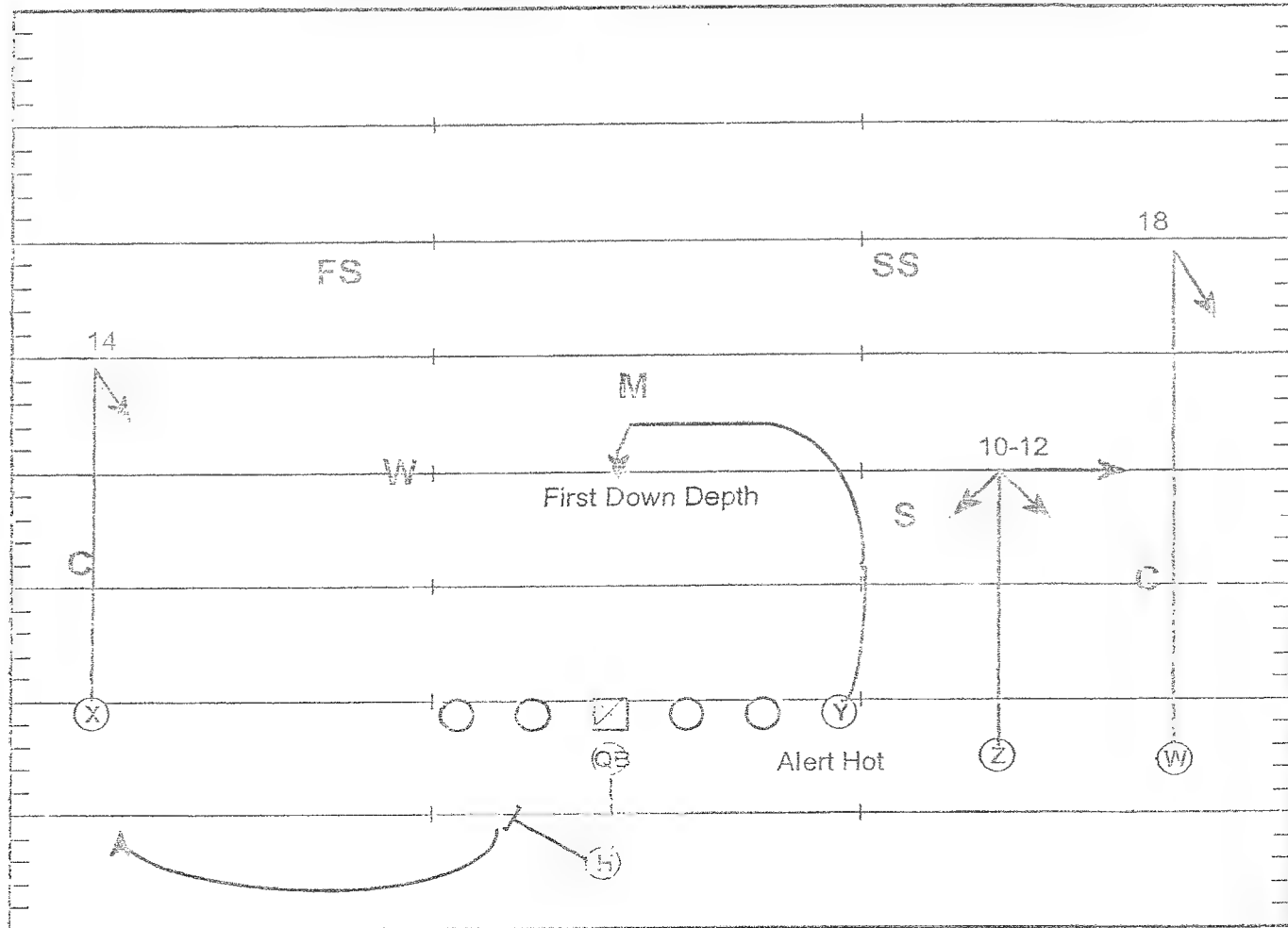
# (S) On Yard Line

# TUNING



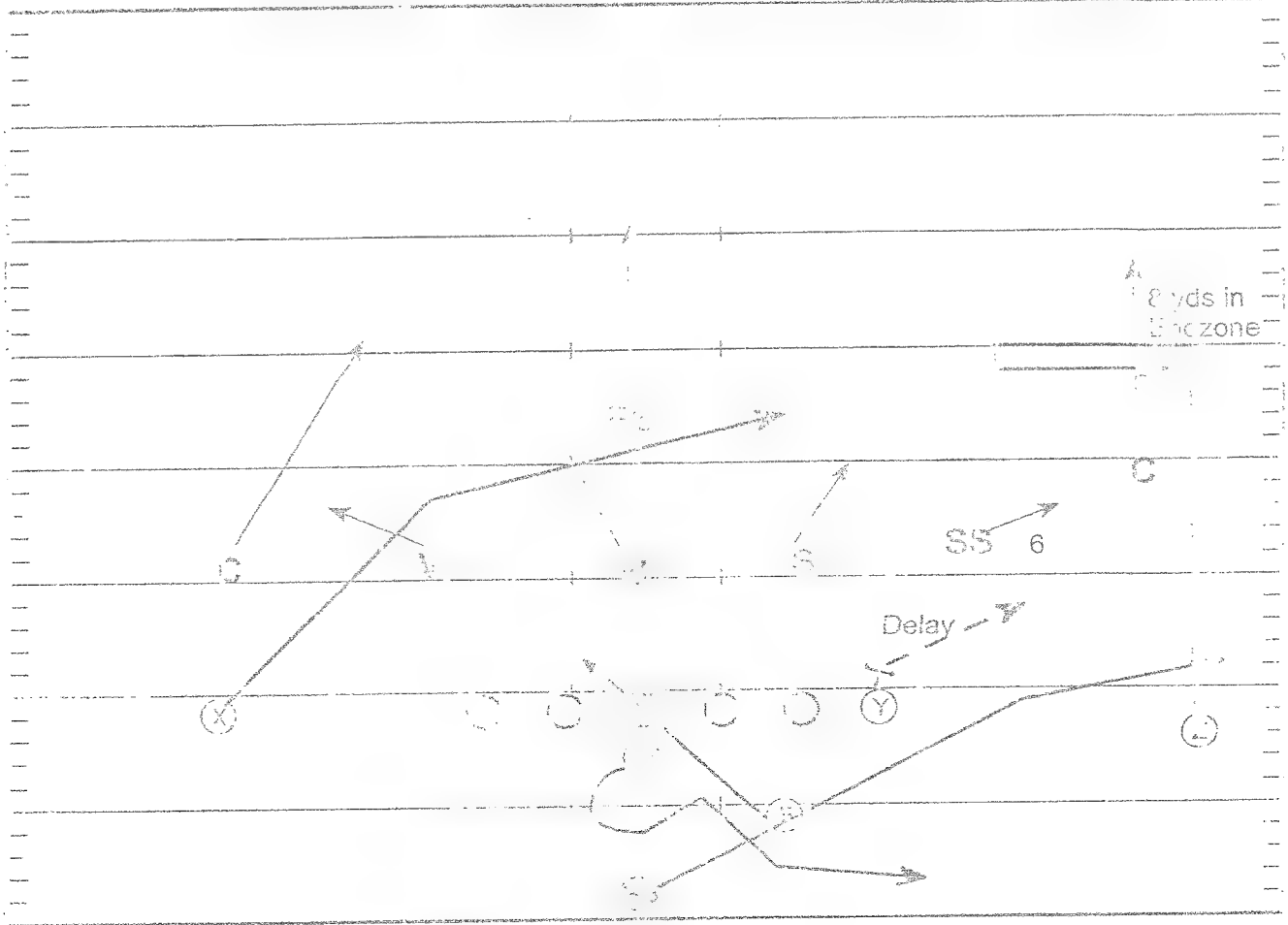


(K) 0/1 Wider 62/63 Semi Y-Middle Z-Hook



U/1 Strong

GLD 6617330 Kaled. H/L-Y-Delay



# 2012 TEXANS OFFENSE



MEETING #5

# 

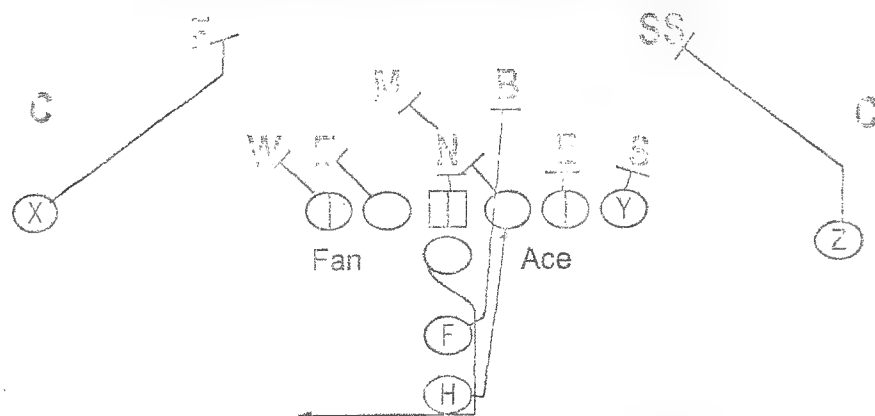
### 

Meeting #5

7/1	7/1	7/1
Slant 36/37	Lead	4-5
Ride 36/37	Top Handback	4-5
Ride 34/35	Zone Handback	6-7
638/639	Sluggo	9
76/77	Firm Dierona Sluggo (Slant+Gr)	10
638/639	Z-Poster	11-12
Ride 136/137	Dual F Go	13-14
Ride 136/137	Dual T Go	15

# SLANT 32-33 LEAD

34



**Concept:** Power, Slam It Up Inside Attitude Play. Drive Blocks and Double Team at POA with Ed concept. OL slide away from 1st Stack LB'er Position.

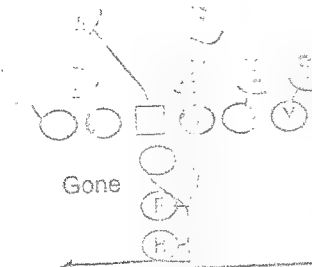
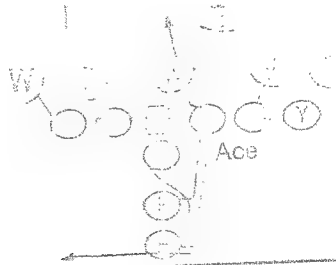
Z	Block Force.
Y	Block Man Over #3. Out (Head Inside)
FRONTSIDE TACKLE	Block Man Over Deuce Out
FRONTSIDE GUARD	Block Man Over Ace Deuce Straight
CENTER	Block Man Over BS A-Gap Ace Ed East-West Gone Back
BACKSIDE GUARD	Aggressive Slide to Will Ed East-West
BACKSIDE TACKLE	Aggressive Slide to Will East-West Danger Scoop
X	Block Running Lane.
QB	Reverse Pivot, get ball deep to HB, don't push him wide, Fake Boot Away
FB	POA outside hip of FSG. ISO block FSLB, head inside.
HB	Position Step Playside Foot, Aim Outside hip of FSG. Key Man over FST. Key Man over FST to next DL inside. Can bounce with no sideboards



# SIDING 32-33 LEAD

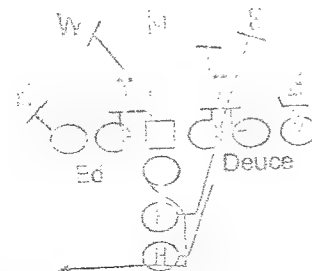
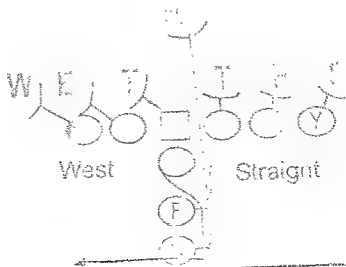
32/33

32/33



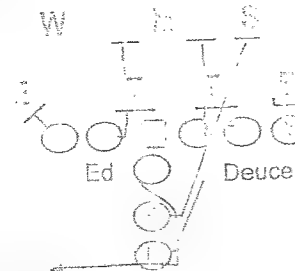
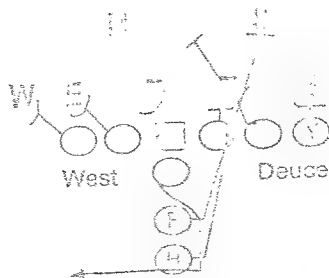
43

43/44



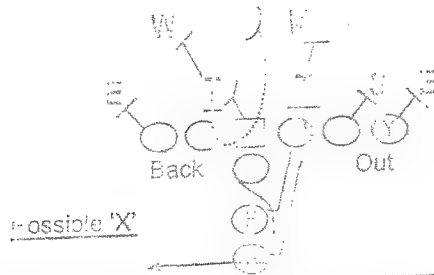
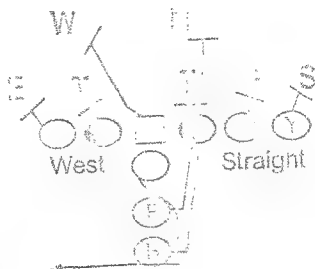
43/44

43/44



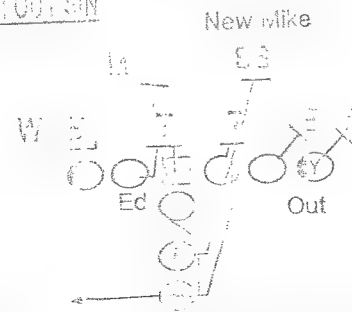
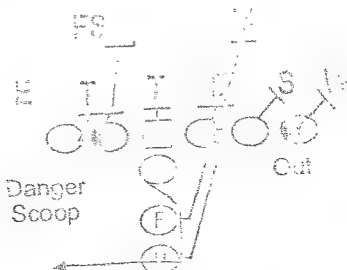
43/44

43/44



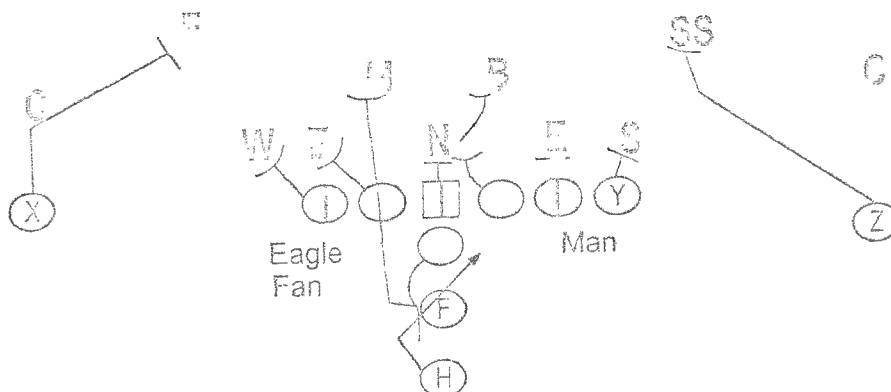
43/44

43/44



# RIDE 35-34 BOB-HANDBACK

34



0

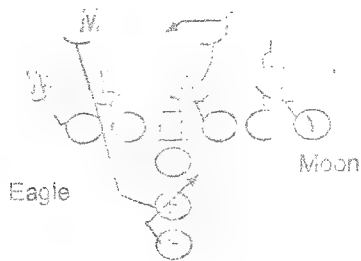
**Concept:** Mis-Direction Play to take Advantage of Fast Flow LB's. Used as a Companion to Bob Blocking Scheme. Sell Bob Assignments, and Finesse Leverage of 2nd Level Players.

Z	Block Running Lane.
Y	Block Man Over #3. Man Moon Danger Out
FRONTSIDE TACKLE	Fan or Eagle Adjust When Possible. (Tap Hip) Block Man Over #2 on LOS. Fan
FRONTSIDE GUARD	Fan or Eagle Adjust When Possible. (Tap Hip) Block Man Over #1 on LOS. Fan Slip.
CENTER	Block Man Over #0. Slip Scoop Back X
BACKSIDE GUARD	Man Scoop Slug Danger X
BACKSIDE TACKLE	Scoop Man Moon Danger Out Tackle Responsible for Calls
X	Block Running Lane
QB	Front Out 5 O'Clock, Show Ball. Over Top Ball Handling. Boot Away.
FB	Block Will LB. Alert Eagle Adjust (Hip Tap).
HB	Openstep, Crossover, Pivot to Over Top Handoff.

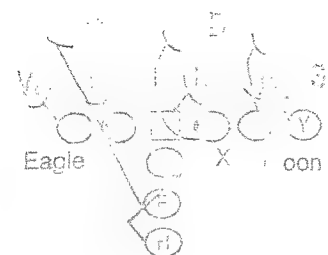


# RULE 236-54 WK - A NOBROCK

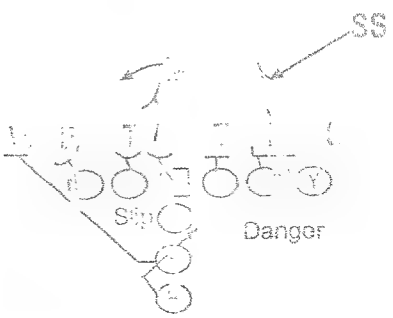
41 OREGON



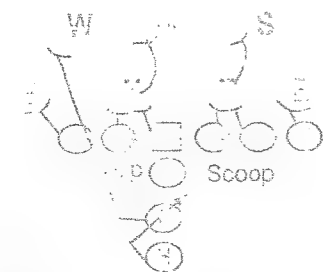
42 WY



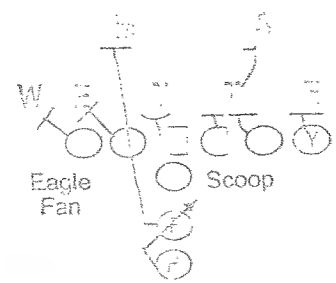
43



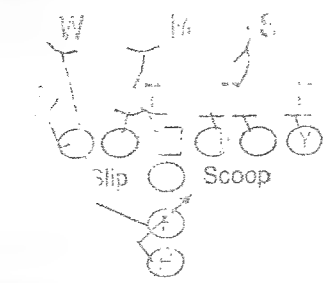
44 S (AC)



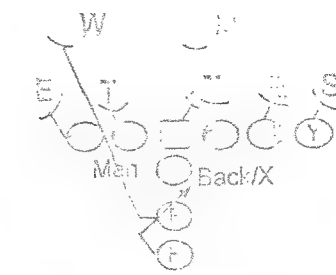
45 OVBROCK



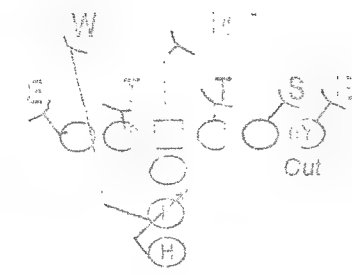
46 W (AC)



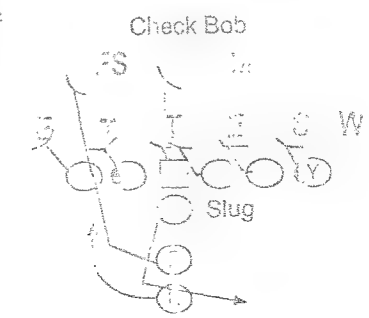
47 S (AC)



48 S (AC) S (AC)



49 ONE WK



50 S (AC) S (AC) S (AC)

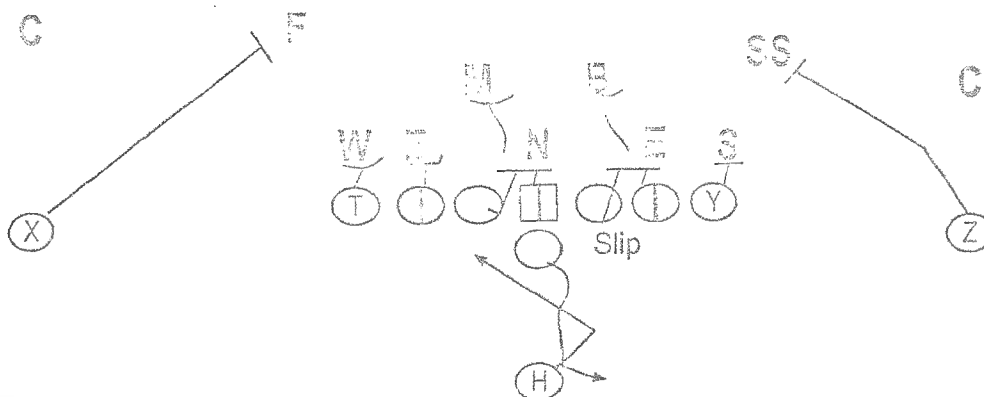


Alert Zest



# RIDE 34-35 Zone Handback

34



O ON

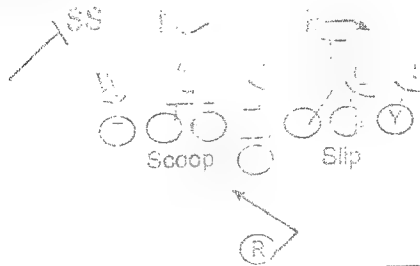
**Concept:** Misdirection Play to take advantage of fast flow LB's. Used as a companion to regular 34-35 Zone.  
Sell Zone Blocking Assignments and finesse Leverage 2nd Level players.

Z	Block Running Lane
Y	Block Man Over #3. Slip Triple Out
FRONTSIDE TACKLE	Block Man Over #2. Slip Triple Out Note: Tackle Responsible for Calls based on OLB Alignment.
FRONTSIDE GUARD	Block Man Over #1. Slip Bump
CENTER	Block Man Over #0. Slip Bump Scoop Slug Dumbo
BACKSIDE GUARD	Block Man Over #1. Scoop Slug Dumbo
BACKSIDE TACKLE	Block Man Over #2. Sift Scoop Dumbo
X	Block Running Lane
QB	Front Out 5 O'Clock Sprint to BC as deep as possible. Boot Away.
BS Y/FB/T	Block Man Over #3. Man Moon Danger Out
RB	Openstep, Crossover, Pivot to Over Top Handoff.

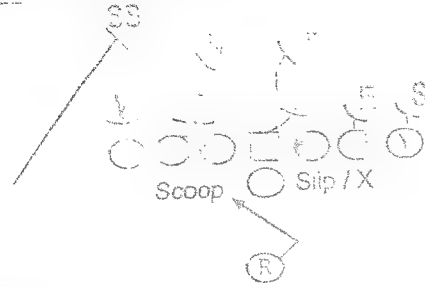


# RICE 34-35 Zone Handback

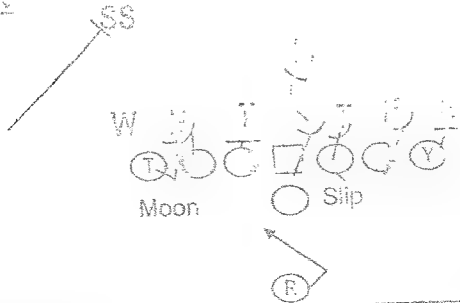
SS



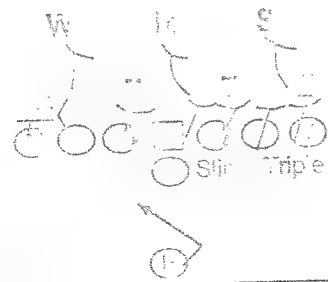
SS



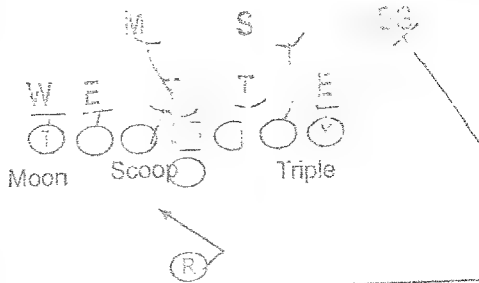
SS



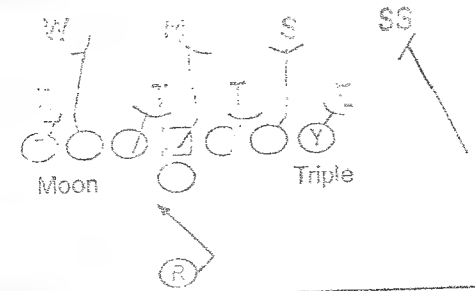
SS



SS



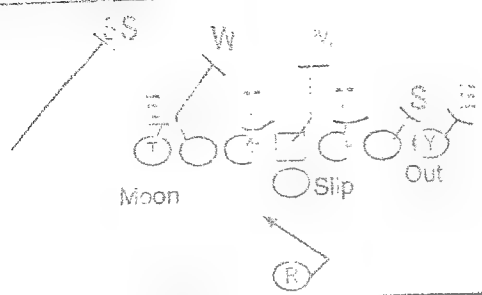
SS



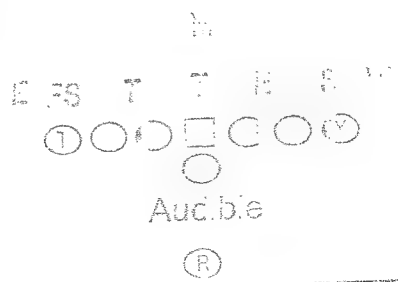
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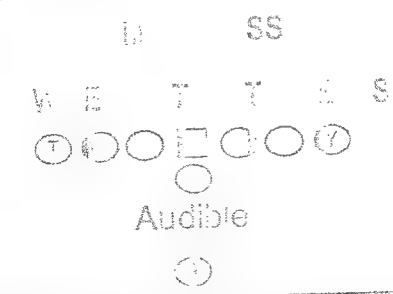
SS



SS



SS

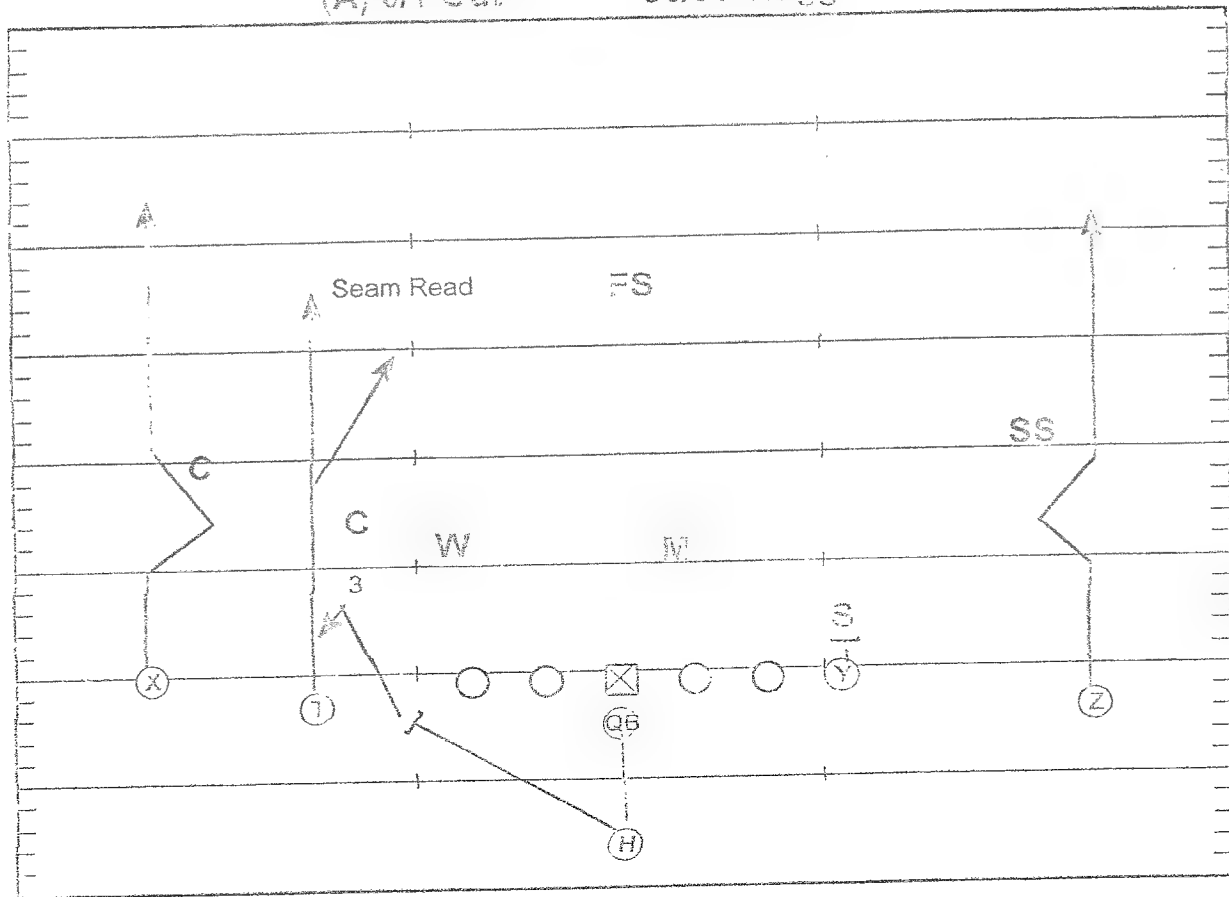


2000-2001

2000-2001

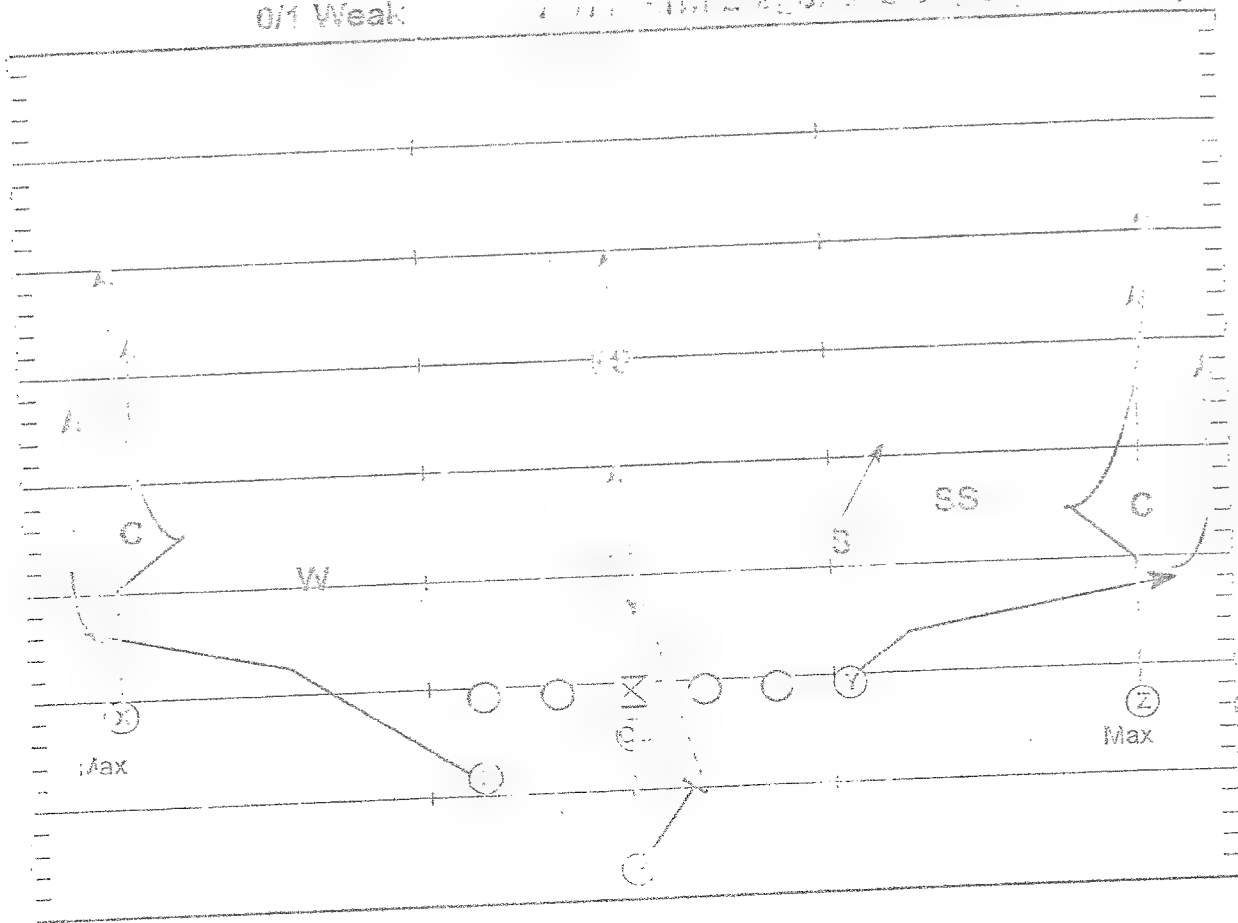
(A) 0/1 Cut

80/81 Sluggo



0/1 Weak

1/11 Firm Diagonal Slant+Go

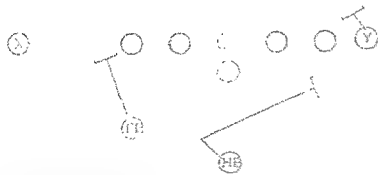


The diagram shows a coordinate system with horizontal and vertical axes. Key elements include:  
 - Points X, T, O, QB, HB, A, Z, C, SS, W, N, S, and A.  
 - Distances of 25 units indicated by arrows from point X to C and from point C to A.  
 - A path starting at X, going up to C, then right to A, and finally down to Z.  
 - A diagonal line segment connecting QB and HB.

# POSTER VARIATIONS

vs High Post Safety - Sit SS

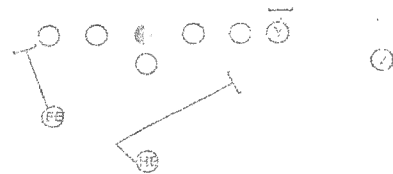
18



vs Tight Post Safety - Win on Post

25

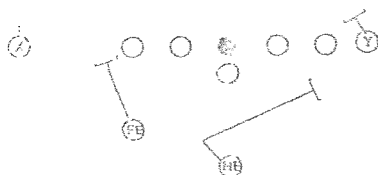
SS



vs Tight 1/2 Safety - Sit

25

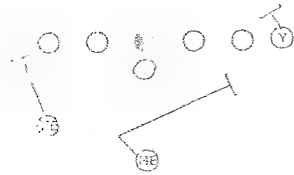
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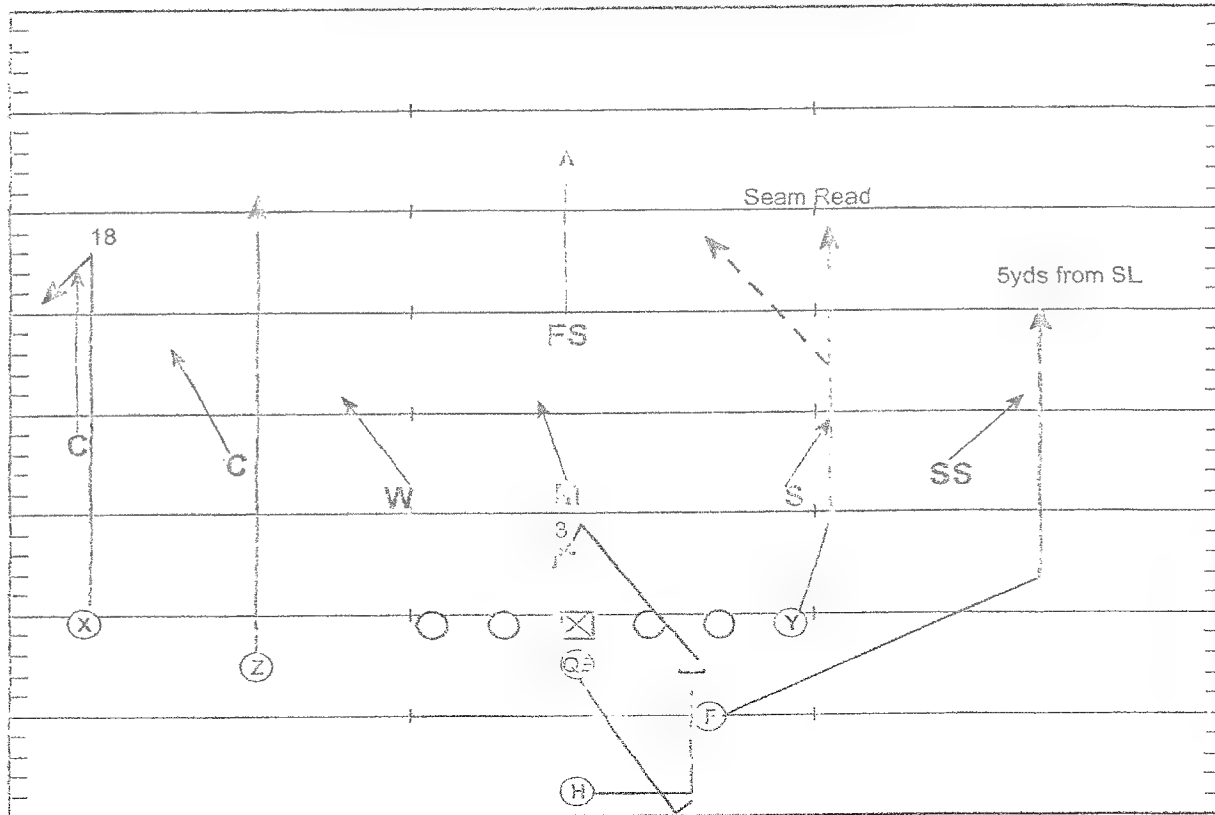
vs Wide 1/2 Safety - Win on Post

25

SS



# 0/1 Str. Slot Ride 136/137 Dual F Go

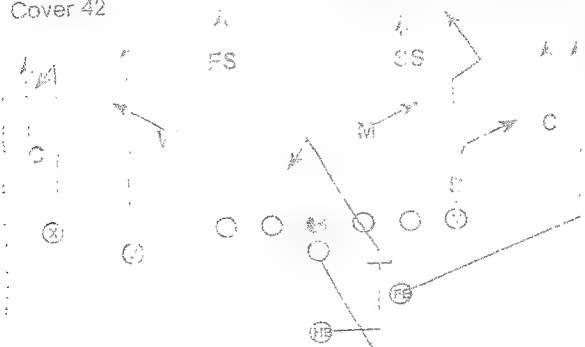


Z	Seam Alignment
Y	Execute a Seam Read
X	Maximum Plus Split – Execute an 18 Yard Comeback. Normal Conversions
QB	Fake Ride 36/37 Directional Read
HB:	Fake Ride 36/37. Block Protection Rule – N/T Execute a Checkdown
FB:	Execute a Go Route (Free Release). Gain Depth/Width aiming for 6 yards from Sideline

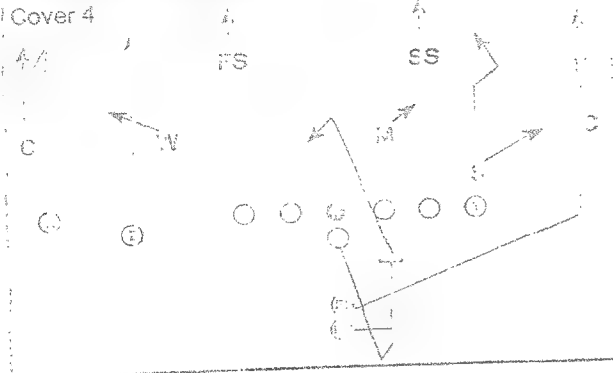


# 0/1 Strong Slot 2 136/37 Dual! Go

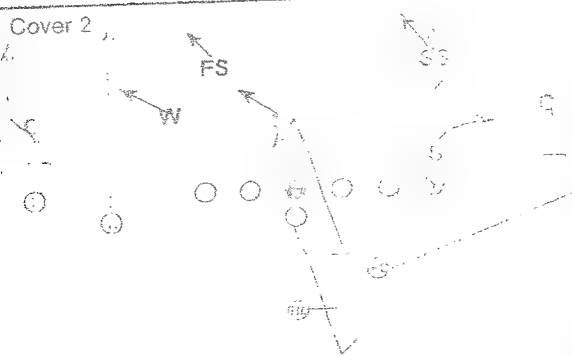
Cover 42



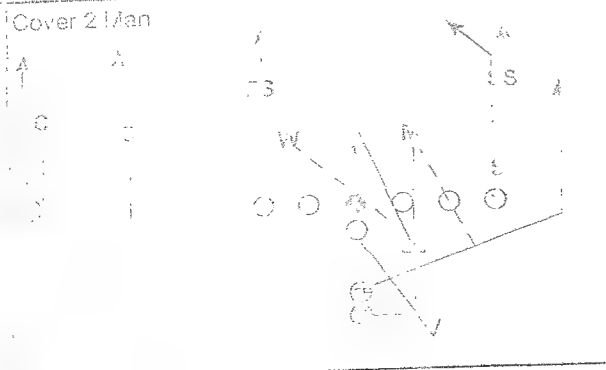
Cover 4



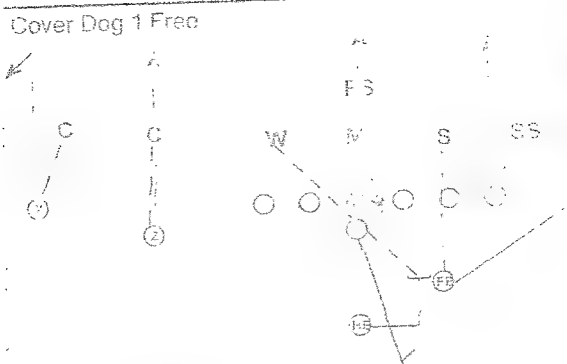
Cover 2



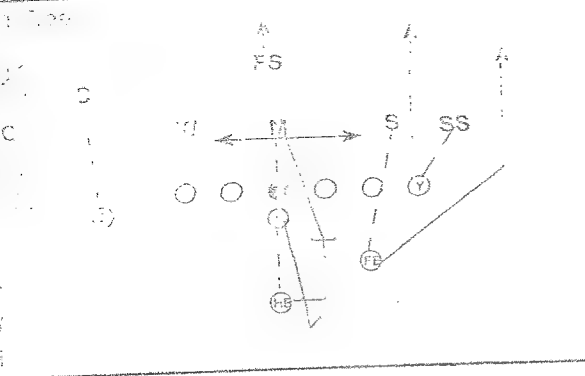
Cover 2 Man



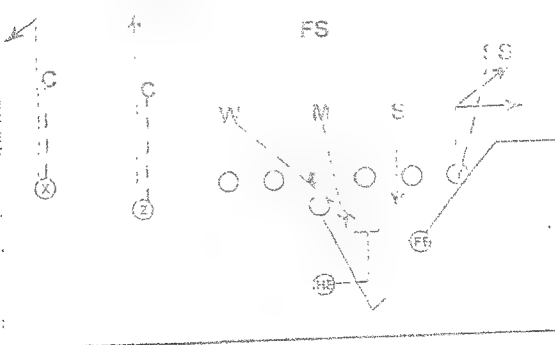
Cover Dog 1 Free



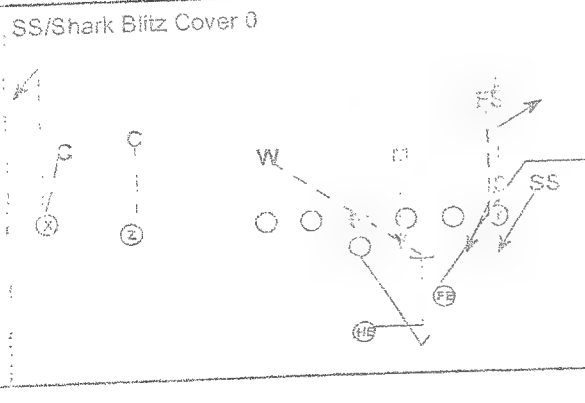
Cover 0



Mike Sam Cover 0 Blitz

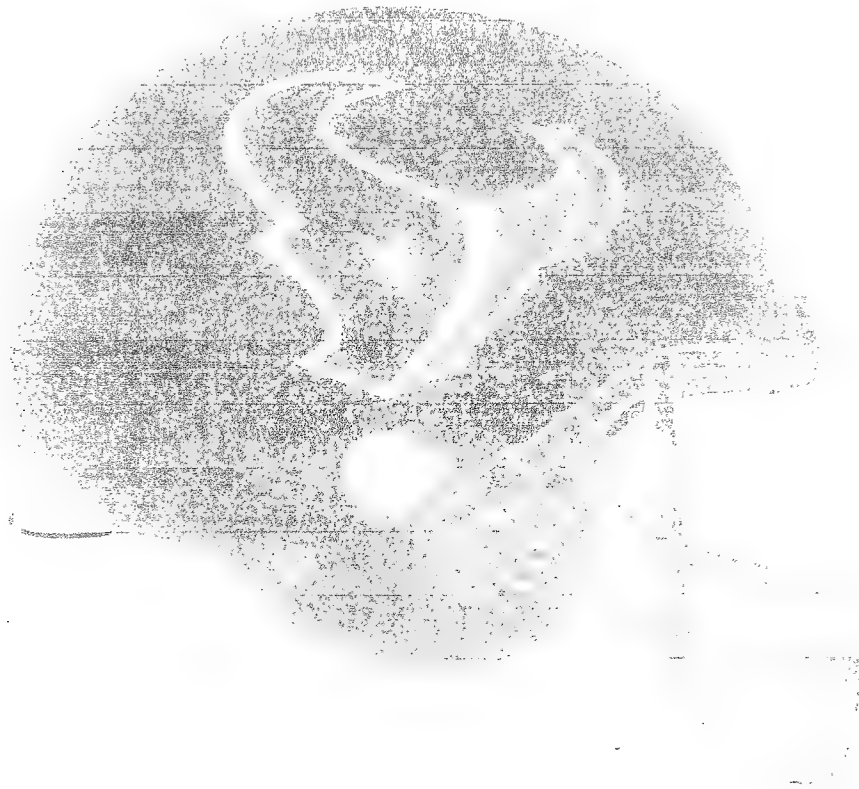


SS/Shark Blitz Cover 0



2003

# TEXANS OFFENSE



MEETING #6

# TEXANS OFFENSE

## 2003 TEXANS OFFENSE

### Meeting #6

Meeting #6	1
Rules	2
Time Outs	3
Conservation of Time	4
Conditioning	5
When we need to score	6-7
Coaching Points	8
Two Minute Offense	10-13
Need to Score	14
Coaching Points	15
Procedures	16
Game Plan	17
Game Plan	18-19
Game Plan	20
Game Plan	21
Game Plan	22
Game Plan	23
Game Plan	24
Game Plan	25
Game Plan	26

## TIME-OUTS

Are a key element. Each team gets 3 time-outs per half. We must consciously be alert to conserve timeouts during the first 27-28 minutes of a half.

1. We would sacrifice a first down here and there early in the half in order to conserve a time-out. We would rather throw a pass out of bounds, run up the middle (even a QB sneak) than burn a time-out.
2. Only when a wrong call or a disruption will jeopardize a scoring opportunity (or aid opponents scoring opportunity) is a charged time-out more desirable.
3. With time-outs to use, offense/QB is free to take what the defense is giving. Basically the run and the entire middle with the pass.
4. Without time-outs, offense/QB is forced to throw deep for yardage and to the sideline to stop the clock.
5. A good time to use a time-out is before a critical third down play. Take the time to make the right call; you can also think ahead to "what if" on fourth down. We don't want to be reduced to a single play (fourth down).
6. Time-outs should be used to get the team in a position to run four plays from scoring position in the final 35 seconds (this is particularly true when needing to score and at the end of a game). If a time-out is still available within the final 35-40 seconds and field position needs are appropriate a screen or draw followed by an immediate time-out is a good choice.
7. QB calling time-out.....go to the Referee (directly behind you in offensive backfield) BEFORE the play is stopped. Immediately signal and yell for time-out if ball carrier is tackled in bounds.

## 2. HOW TO GOB MOVE THE

1. Assume no huddle unless QB calls you to huddle.
2. Line up quickly - get out of piles
3. Substitutes and messengers SPRINT full speed on and off the field.
4. Speed up play calling. Use simple formations, eliminate motion (use motion only on downs following a total clock stop). Hurry, but never rush.
5. Use short snap count - saves time, minimizes penalties, builds consistency. By using the same snap count throughout, automatics can be called on the line without giving the snap count.
6. Use of successive plays called in huddle:
  - a. First play successful and clock stops-rehuddle and call a play.
  - b. First play successful and clock running-on the play and run it.
  - c. First play unsuccessful (incomplete pass)-rehuddle and call a play.
  - d. Second play successful and clock running-"line" or "Attack, Attack"
  - e. If QB should get sacked, all Receivers SPRINT back to LOS as fast as possible.
7. Stay Poised, Avoid Heroics
  - a. QB run only if big yardage possible
  - b. Ball carriers don't struggle for inches. It consumes time. Get right down. Some Teams look for struggling, fighting ball carriers to cause tumbles.



COOL-HEADED, poised, patience, confidence, awareness and determination are the foundation upon which success at the end of the list (or game) is built.

Stay calm, cool and confident. It is important both for your performance and for the attitude and confidence of the team.

- III. In our offense, our basic plan is in fact our Beat-the-Clock offense. We merely have to eliminate the plays not pertinent to the particular situation. It is not necessary to add anything new. Thus, at the point of the game when execution is vital, we will be using core plays in which we have knowledge and confidence. It is not the play but the time management and decisions that are important.
- IV. Employ only personnel suited to the situation by skill, temperament, awareness, and poise. Have guys in the game capable of making plays. Plan for the Beat-the-Clock and make sure vital personnel are well rested beforehand.
- V. QB must be aware of circumstances that dictate when to take a sack and when to throw the football away. Basically, when aiming to run the clock out, take the sack. When aiming to conserve time to score, throw it away.
- VI. Coaches and players involved should be in the legal sideline box. Everyone else must move back and clear the sideline area so that we may operate at the greatest speed and efficiency possible.
- VII. Screens and Draws are applicable to a most all situations. They are particularly good early in the series when the defense is playing soft. Also, they are good when using two plays in succession. Screen is good on first play because it insures a completion. Draw is good on second play, then take a time-out.

12. 2. 1972

- a. There is a tendency, which must be overcome, to try to score right away, all at once. Actually, first downs are more important because they gain field position and build confidence and momentum. Keep the football obviously, we can't score without it. Defense may be lying back initially, much more concerned about preventing long gains than first downs. Further opening the opportunities to achieve momentum by gaining first downs. Now is the time to use a time-out to get something done and conserve time for the final push.
- b. Expect substitution defenses with deep dropping LB's and DE's playing wide enough to influence receivers away from the sidelines. In these circumstances, the offense/QB must throw short (under LB's) and inside the perimeter-to be able to do so, offense must have time-outs available.
- c. Use safe, controlled passes initially, while determining the opponents's approach to the situation. Can be anticipated by film study.
- d. It is important to know how deep LB's can/will drop. Keep taking short and medium range passes as long as the defense is giving them. Draw also exploits deep dropping LB's or will pull them closer. Availability of time-outs are necessary for this.
- e. Best all purpose deep route to throw is corner-out:
  - 1. It isolates one deep defender
  - 2. Comes off an inside move
  - 3. Is easily thrown out of bounds if necessary
  - 4. Receiver can quickly get out of bounds
  - 5. It is the deep ball we will throw the very best

## TWO MINUTE OFFENSE HEADS

The QB will alert the team for TWO MINUTE in the huddle. Example of QB call: "Listen for two minutes. This is the play is Trips Rt. 62 X Read on."

The QB may call two plays in the huddle. First play "Trips Rt. 62 X Read", second play "90". Blow on 2nd sound.

Offensive team will line up in two point stance during two minute drill. After running the first play, the offense will line up on the LOS "Stack-A-Land". The QB will call the formation and play (i.e. "Trips Rt., Trips Rt. 62, 62") and we will run 62 on the 2nd sound.

We can use the two minute offense at any time we feel we want to hurry up the tempo or we are running out of time.

## 1 STOP TIME-OUT

With two or more time-outs we utilize a time-out after a long gain, if the clock does stop, or on a special situation created where an important decision must be made.

We will save one time-out for a field goal try. Let the clock run down to 7 seconds before using the last time-out.



### FINAL FIVE MINUTE EVENT ACCORD TO LAW

1. The clock starts on the referee's whistle or center's snap. All 5 minute clock rules apply.
2. Clock does not legally start until a kick-off is legally touched. No return time used. Can Fair Catch short kick to save time.
3. On a foul by the defense with less than 5 minutes remaining, the clock starts on the snap.
4. Referee can stop clock for undue pile-up, delay in placing ball, defense slow assembling.
5. Penalty on defense and clock has run out. - Offense has another play.
6. Ball cannot be snapped until umpire has let the ball.
7. Substitutes must leave the field on our sideline.
8. Following the winning score, all players remain on our sideline. To run on the field would result in being penalized on the next Kick-Off.

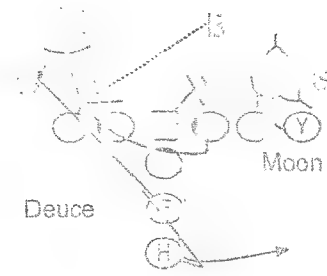
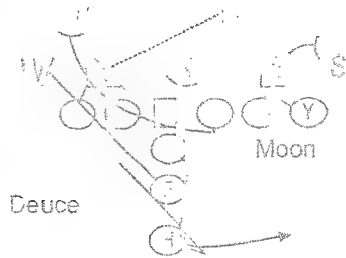
### Game Procedures

1. Offensive team gather on sideline. Everyone expects clock stop.
2. Discuss situation and clock use with QB. Know how many time-outs left.
3. Anticipate the situation as it might develop throughout the possession. It will constantly change.
4. Alert team to situation and assume no huddle.
5. Be sure the correct personnel is in the game.
6. Plan for TD or FG.
7. QB remind the team of "Stop the Clock" play on sideline or in huddle.
8. Decide on punt (fair catch) before return team takes the field.
9. QB come to the sideline on the time-outs. Discuss use of clock and time-outs. Use time-outs to get to the scoring zone.
10. Messengers be ready-sprint into the game.
11. If the clock starts on the snap, use huddle; if it starts on "Ready", use no huddle on LOS.
12. Pass protection is vital.
13. If necessary, save time-out for Field Goal.
14. Minimum time for Field Goal with clock running is 20 seconds.
15. Let clock run down before Field Goal (QB stand next to referee), call time-out after 5 second sign has flashed.
16. Anticipate situations where clock starts on Referee's "Ready" signal.

# Start 35/34 Power O

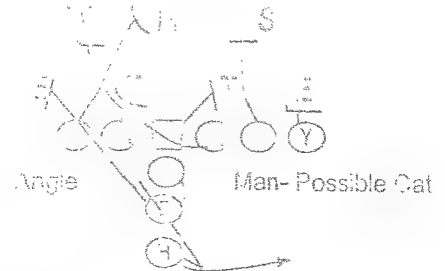
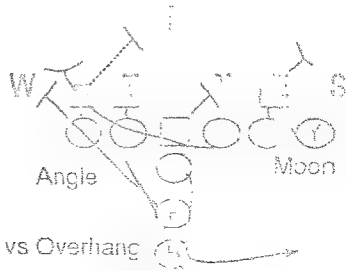
4 under

3/3/4



43

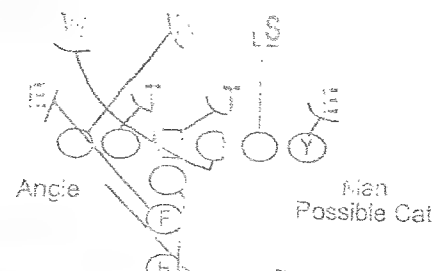
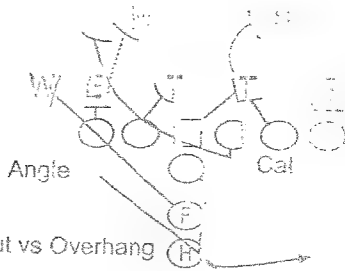
43/44



Audible Out vs Overhang

43 CV 57K

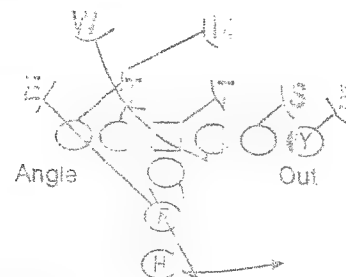
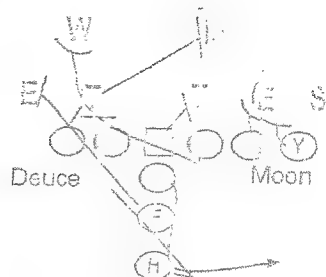
43 CV 57K



Audible Out vs Overhang

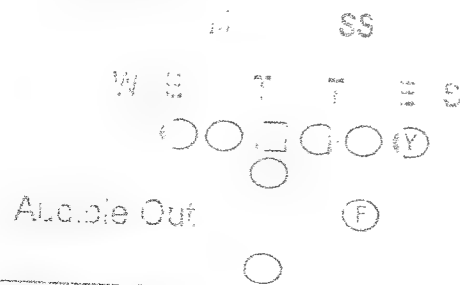
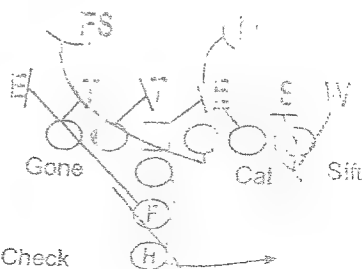
44 S G

44 CV 57K



43 CUE WK

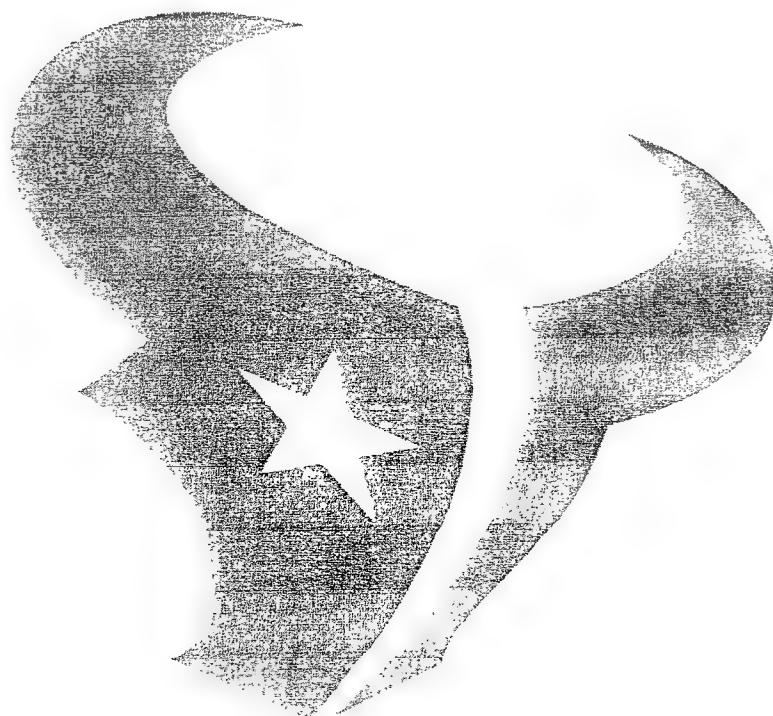
CV 57K SAM OUT Sift



Airt Cub Check

Audible Out

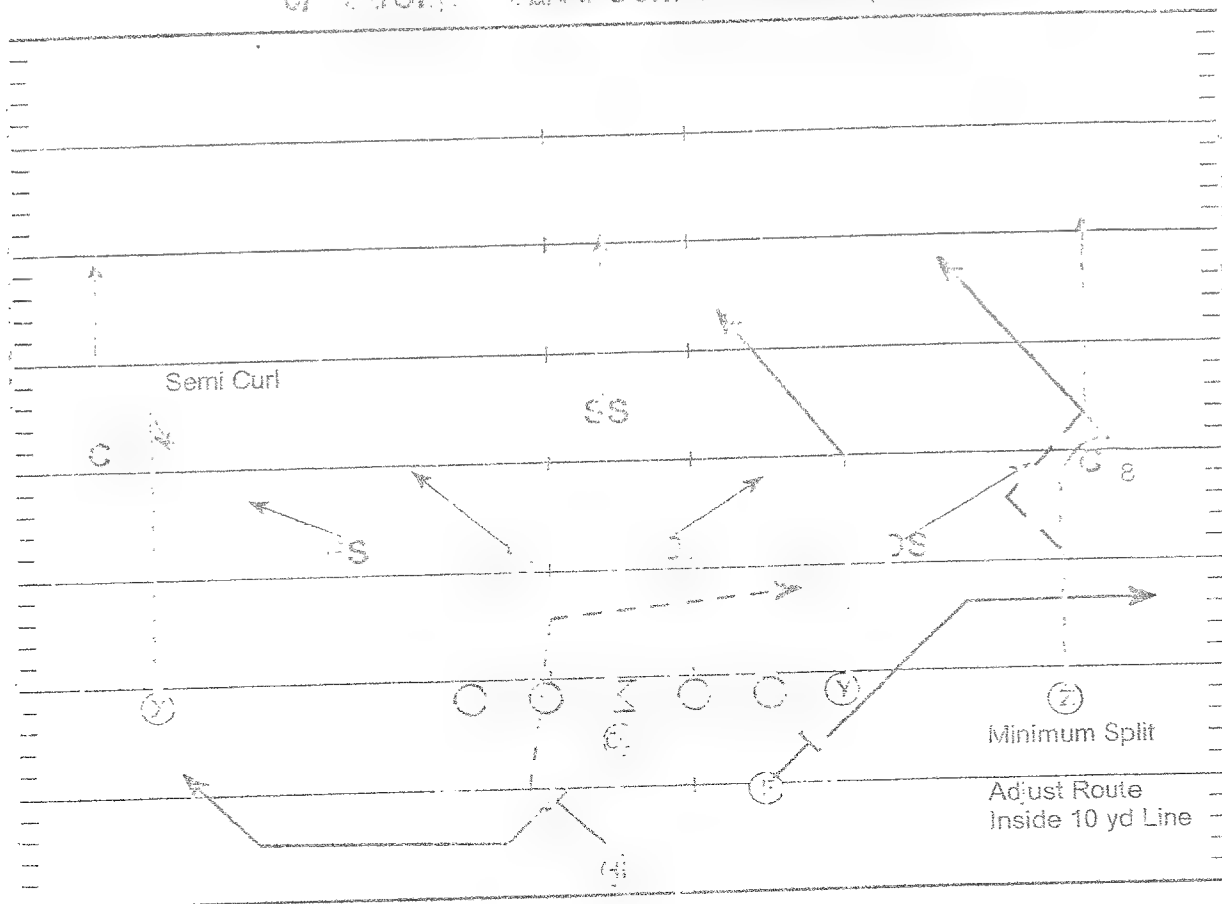
# Houston Texans



## Pass Game



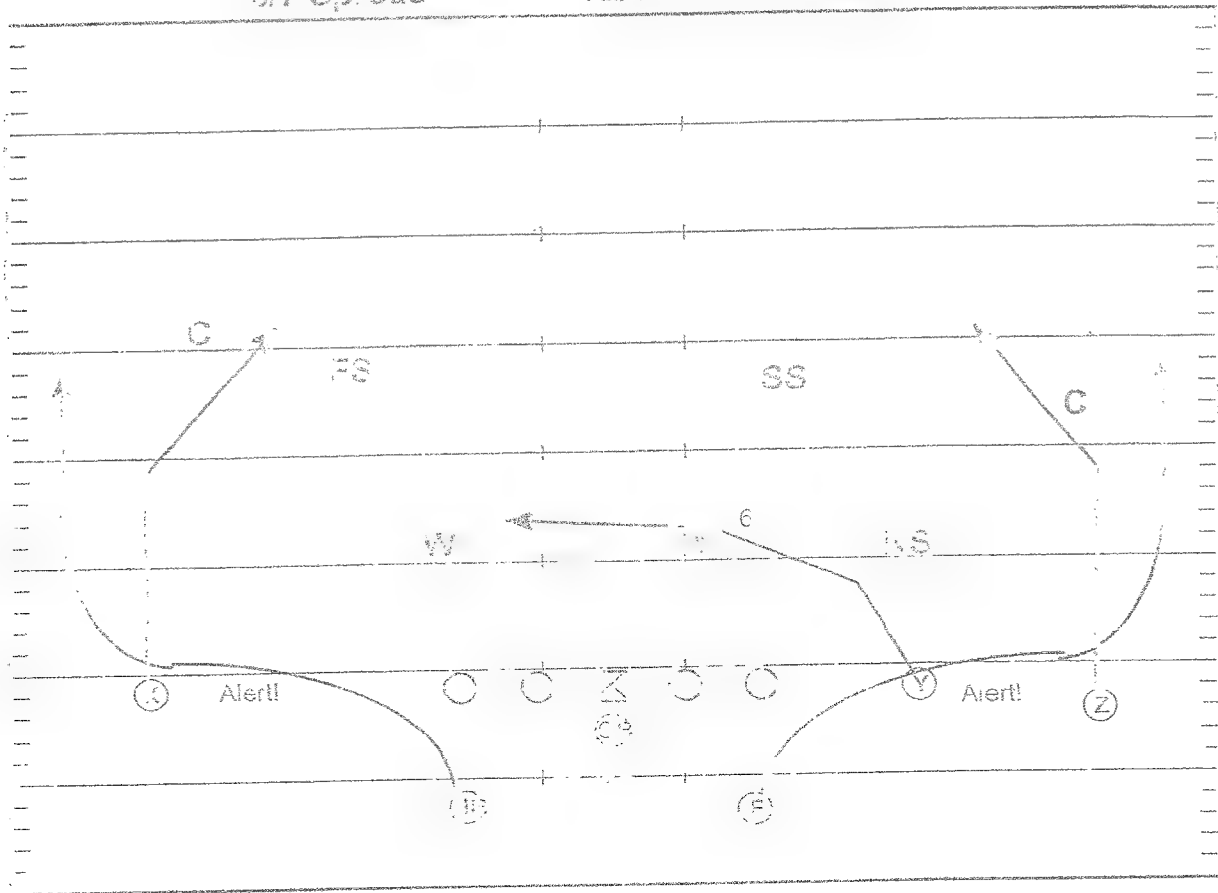
# C/1 Bypass 12/13 Semi Z-To-Bar (1-2-3-4)



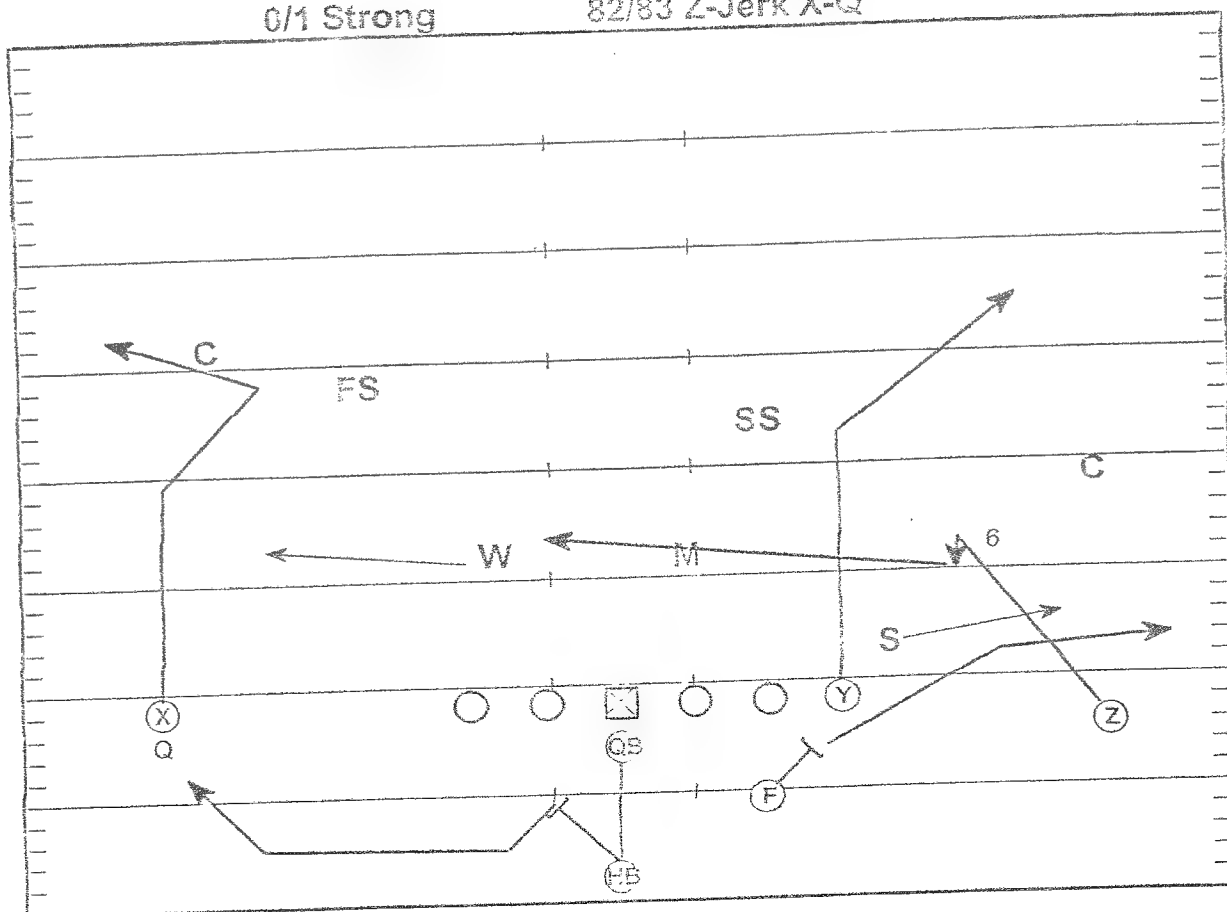
[illegible]

0/7 Spread

S2/2 Boat V-Lock

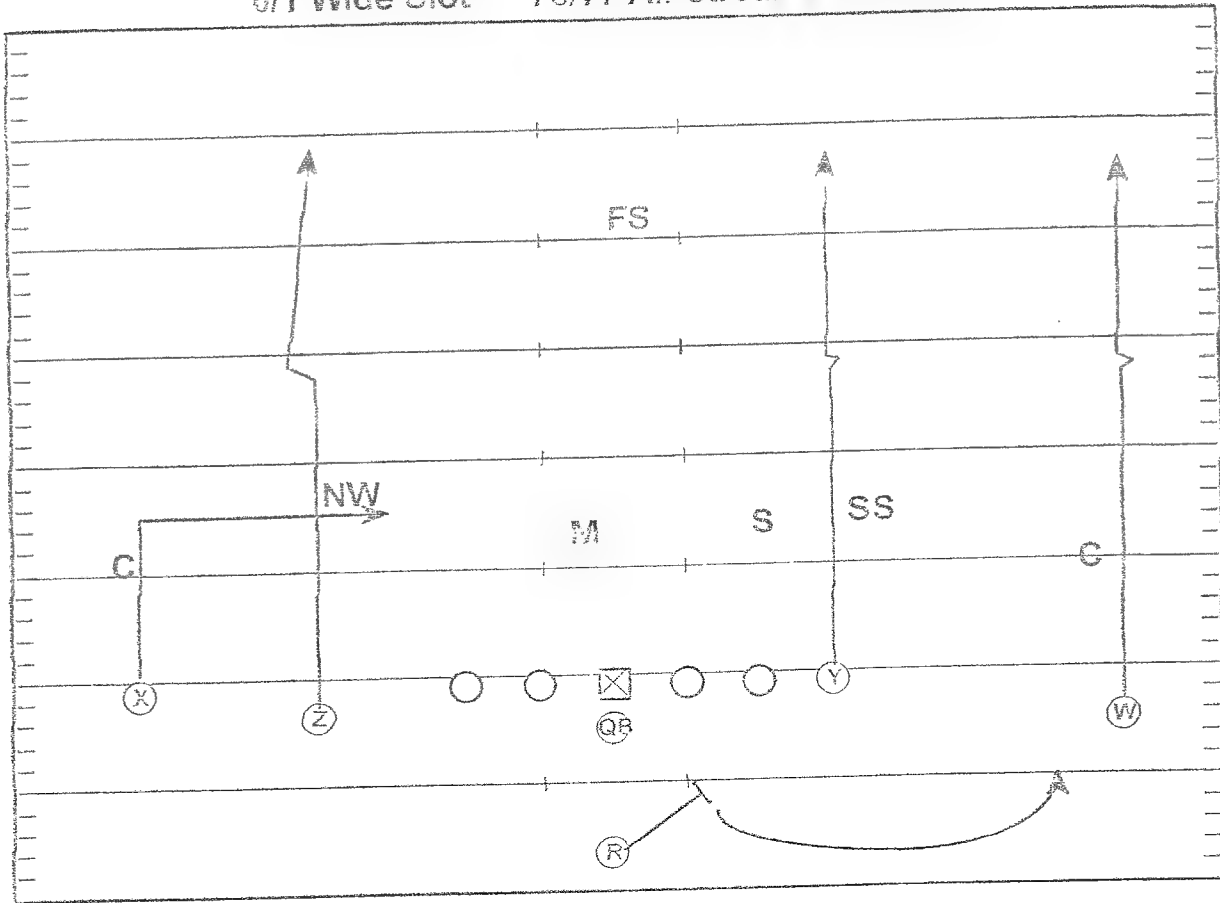


82/83 Z-Jerk X-Q





0/1 Wide Slot 76/77 All Streak X-Shallow



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2003

TEXANS OFFENSE



MEETING #1

# TEXANS OFFENSE

## 2003 TEXANS OFFENSE

Week #7

Formation	Set	Part
Run		0

Pass Name	Order #	Order #
76/77 Slow X Snag		5
76/77 Firm Y-Rowa		6
76/77 Firm Z-Rowa		7

## Bunch Formations

Regular



Wide Receiver



Ace



Wide Receiver



Kings

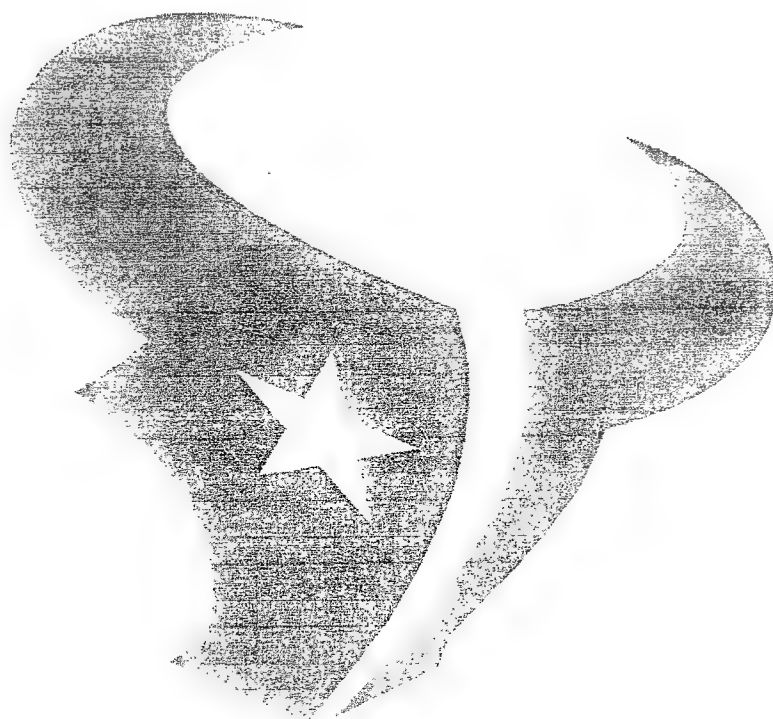


Wide Receiver



Our Bunch formations are called to indicate the alignments of the receivers.  
The "Bunch" tag reduces the formation into a bunch alignment.

# Houston Texans

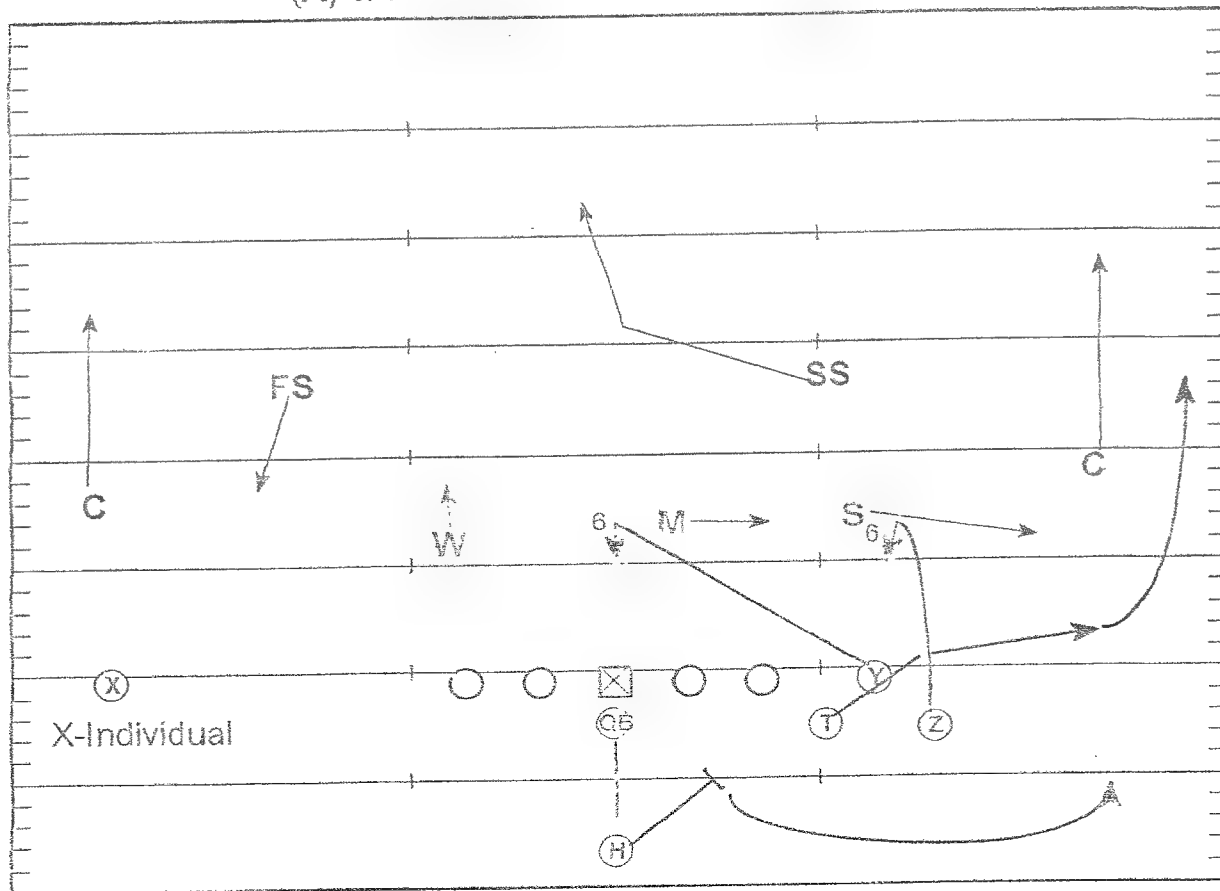


## Pass Game





(A) 0/1 Box Bunch 76/77 Firm Y-Bowa

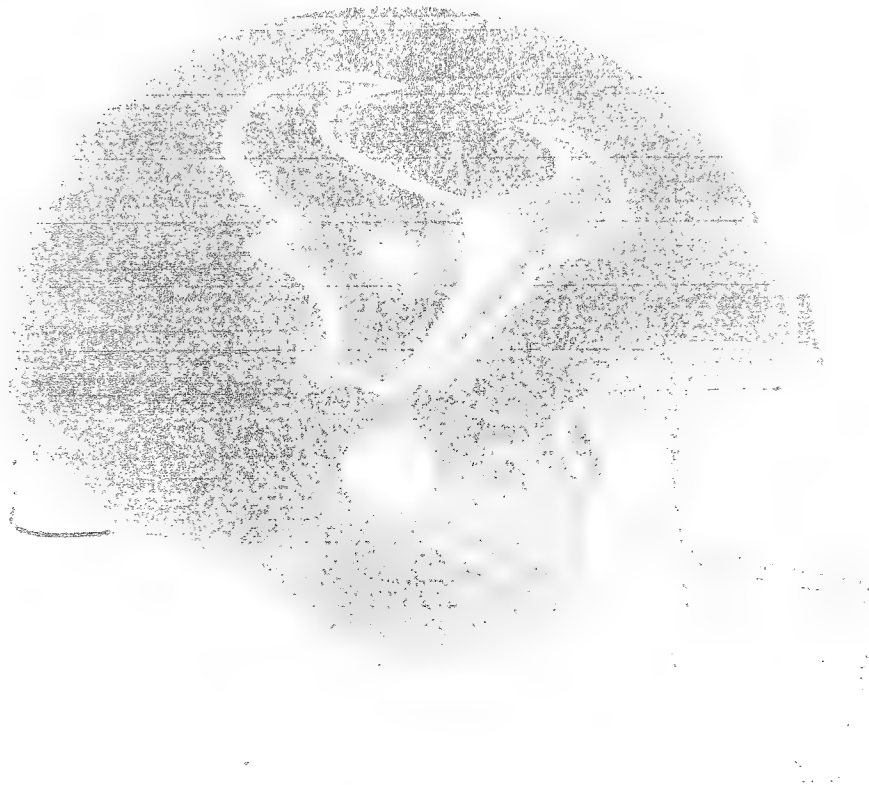






2003

TEXANS OFFICIAL



TEXANS OFFICIAL

# 2003 TEXANS OFFENSE

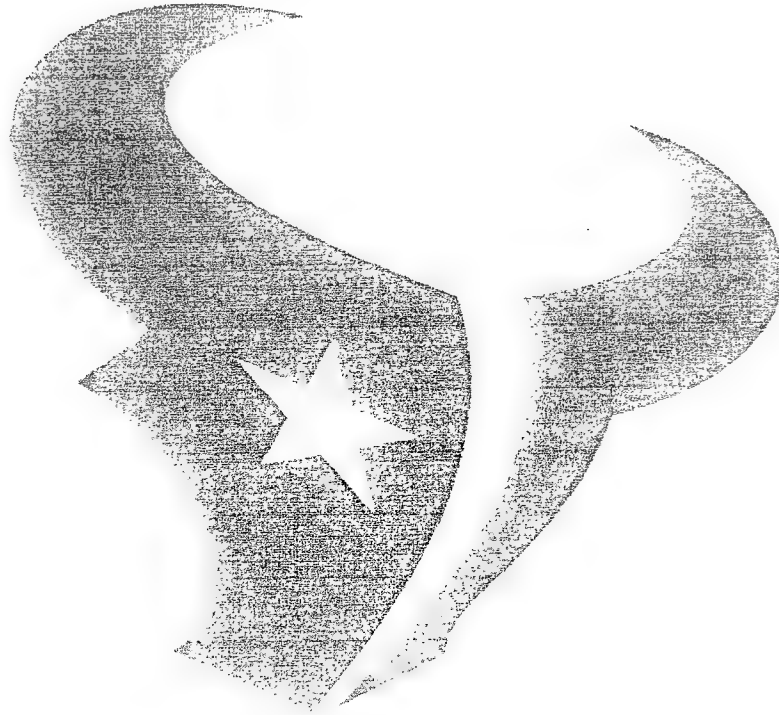
Meeting #8

2003-01-01

Empty

2003-01-01	0	5
70/77 Film SCA Y-S-A W	0	
80/81 Scat Z-Sell X-to	6	
76/77 Film Scat Y-Hook X-O	7	
Rice 136/137 Dual S-mi St Y X-Sneak	8	
Rice 136/137 Dual Streak T-S to OW	9	
70/77 D G Z-Shallow R-Sneak	10	

# Houston Texans

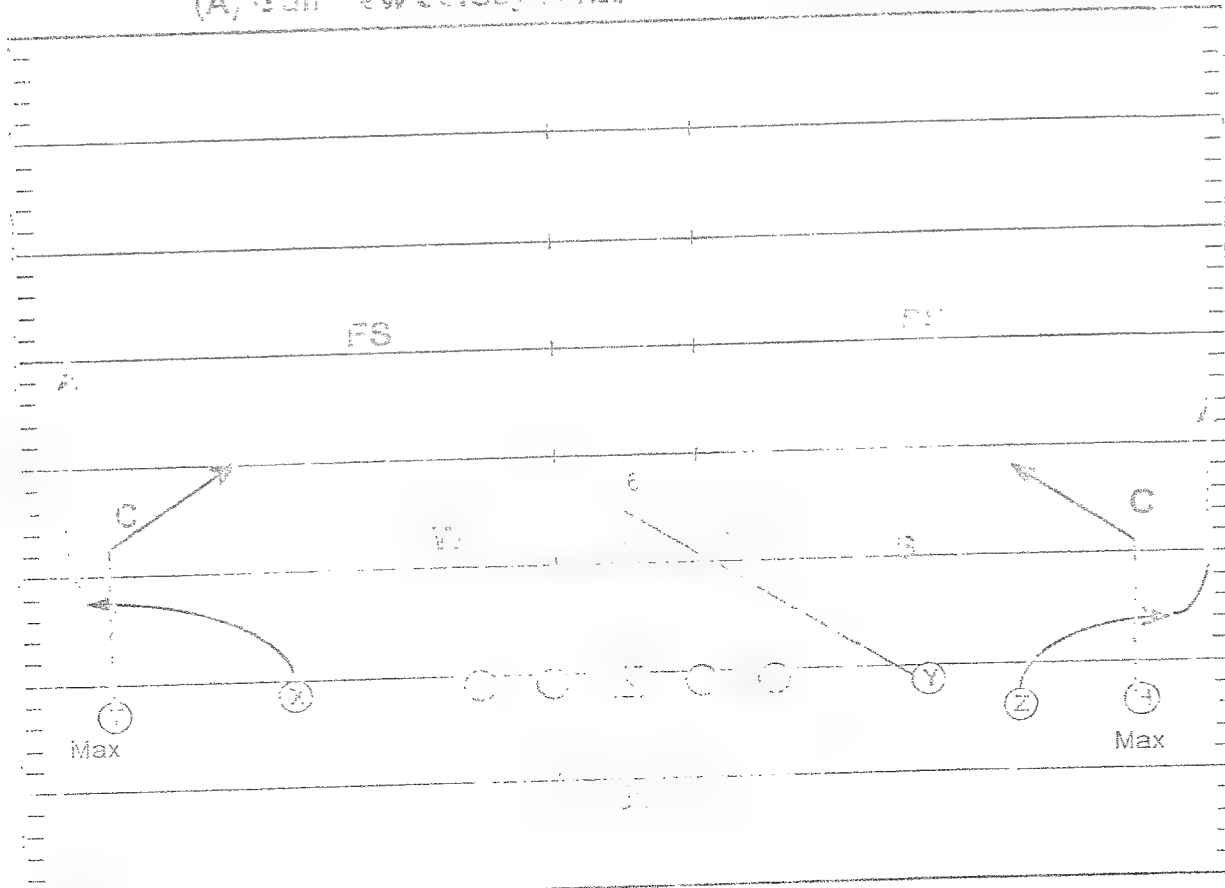


## Pass Game



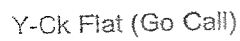
(A) Gun - ew Jersey 10, Lt

7-77 11:00 SCATY-SAT

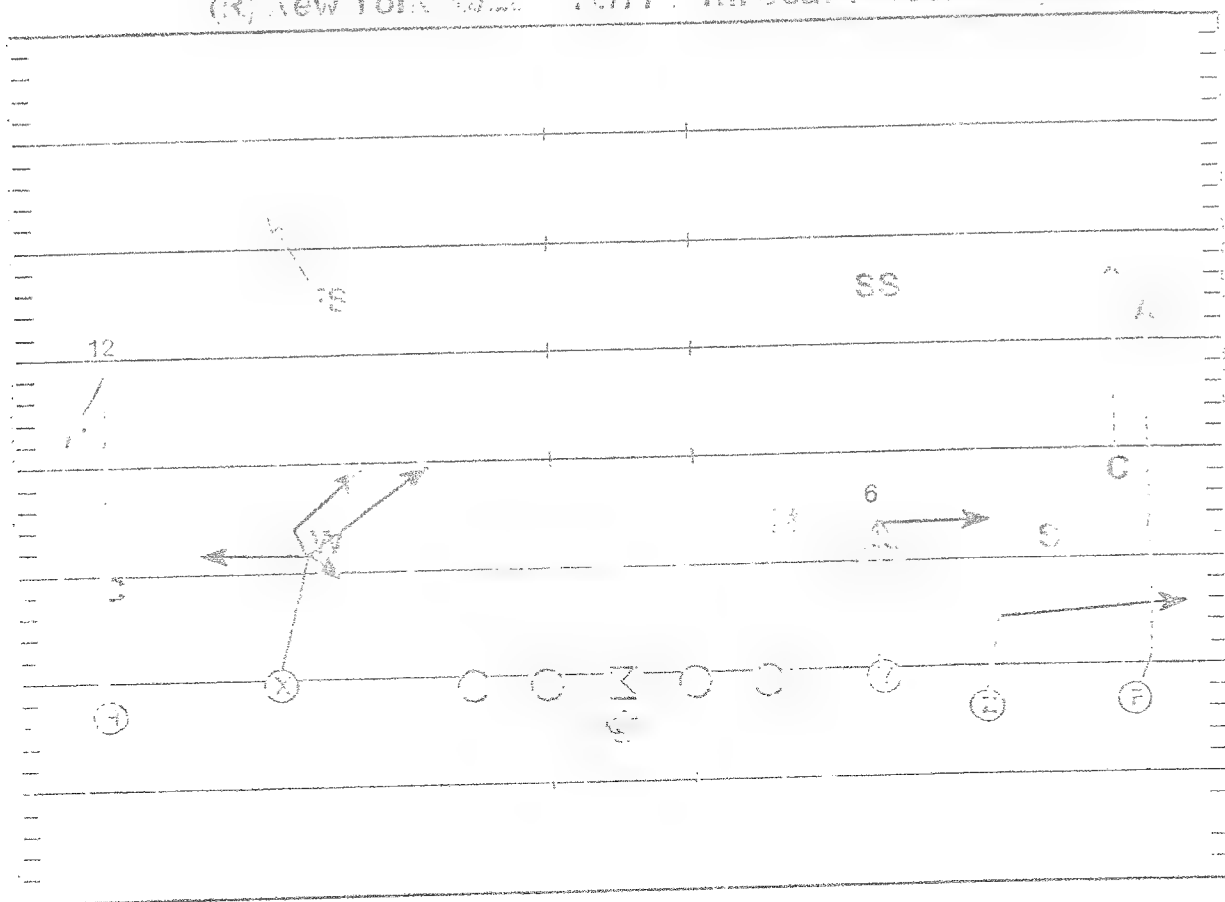


All Hots Are Built In Firm Game

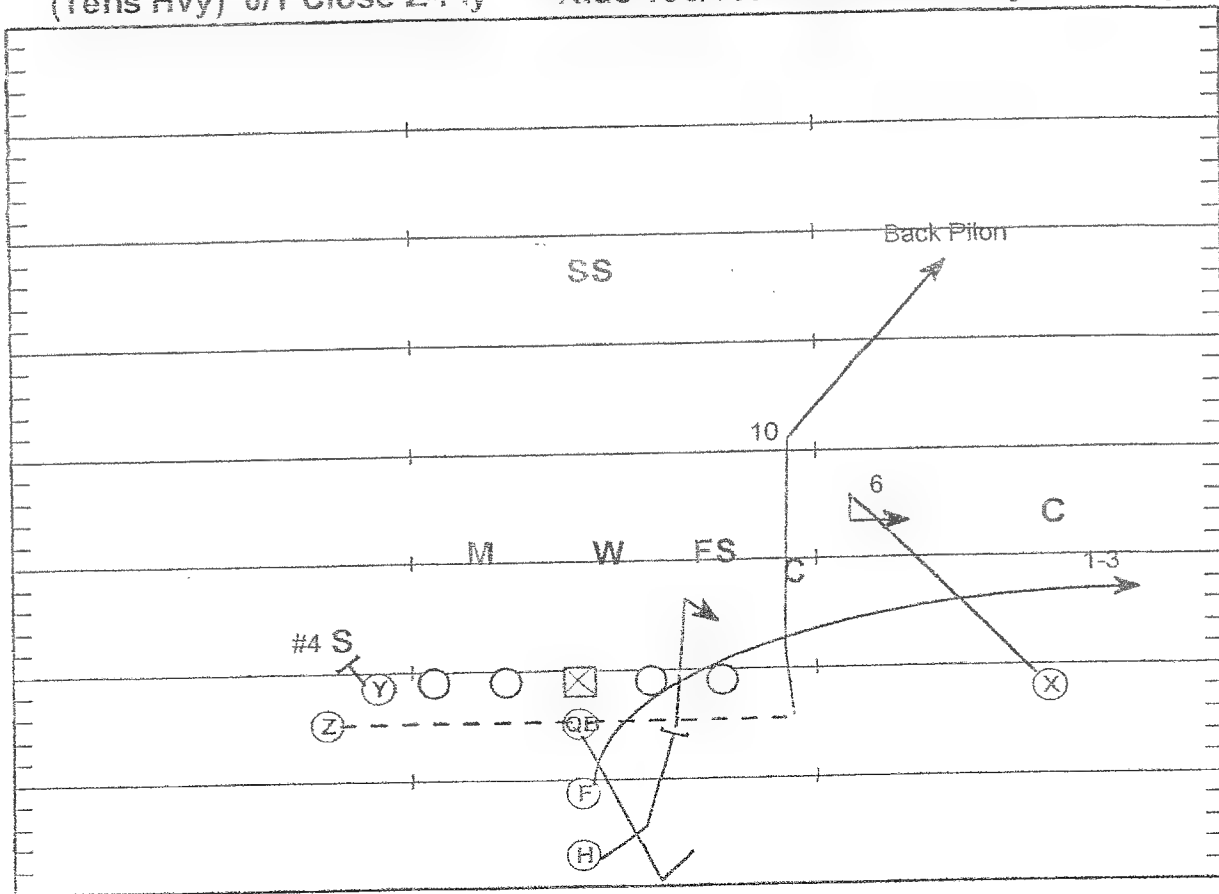
(A) Gun Ohio Rt/Lt



(R) New York M/L 7077 Firm Seat Y-hook X-Option



(Tens Hvy) 0/1 Close Z-Fly Ride 136/137 Dual Semi Stay X-Snag

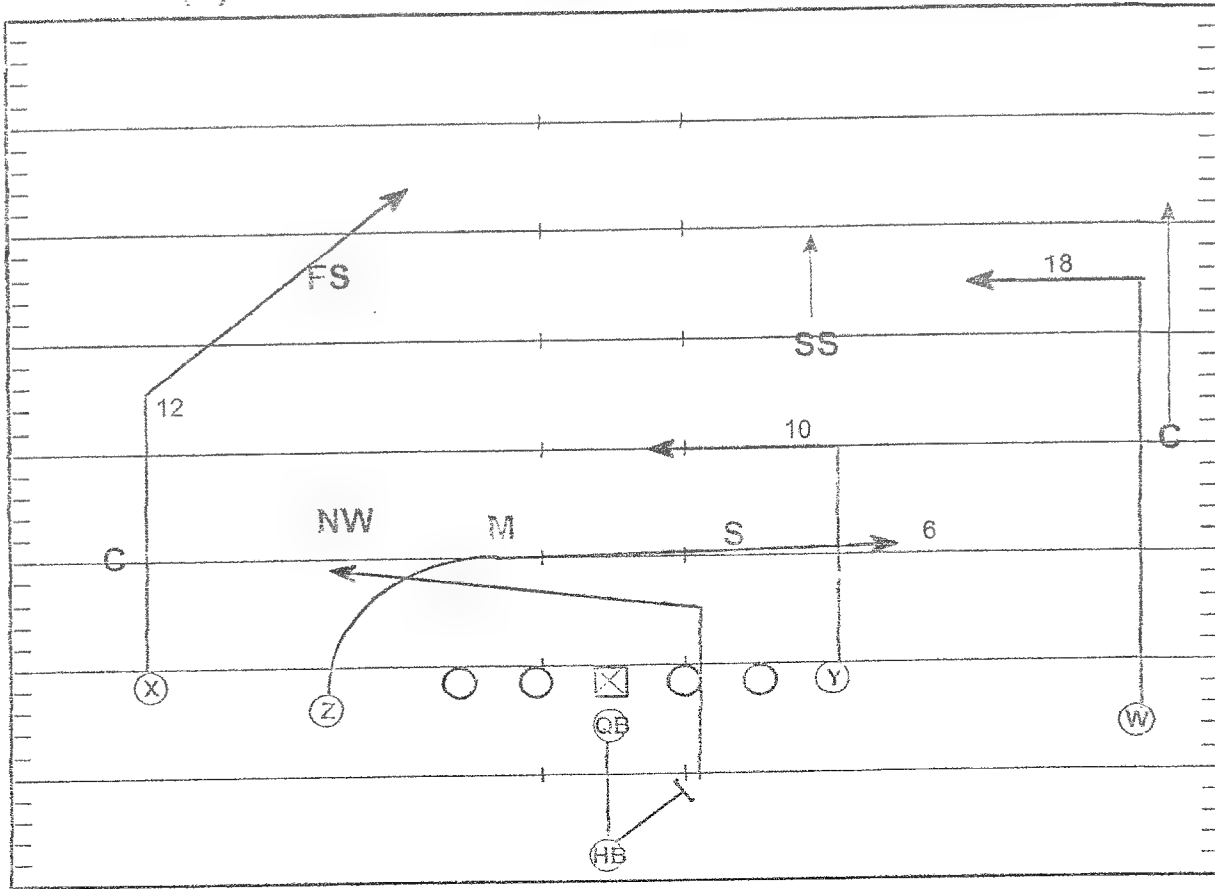






(K) 0/1 Wide Slot

76/77 DIG Z-Shallow R-Sneak



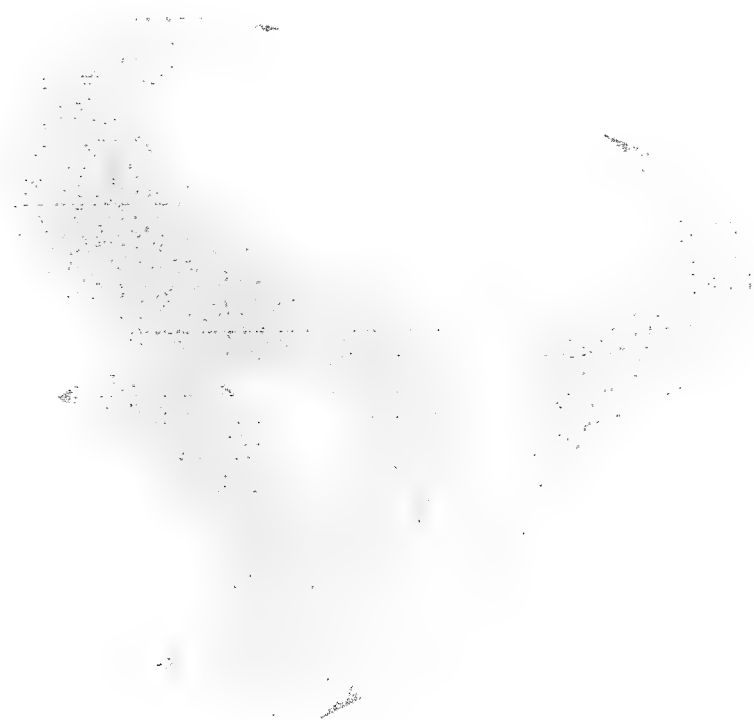
# 2003 HOUSTON TEXANS OFFENSE

## 2003 TEXANS OFFENSE

Meeting #9

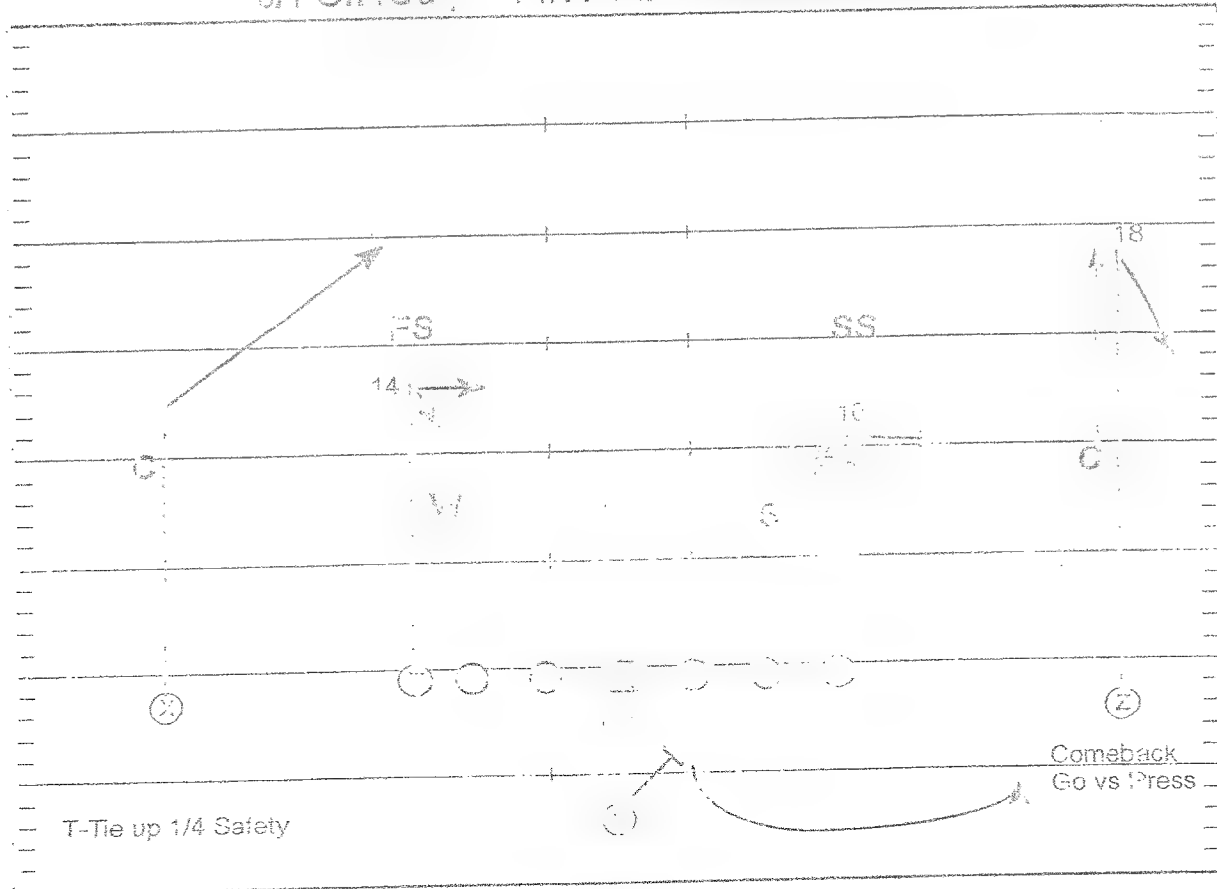
Play	Sequence	Page
1-100 QB13	1-100 QB13	2
70/77 Struck X-Post Y-Hook		3
Quick 331/330 Nal 30 R/L Y-Delay Z-Flag		

# AMERICAN TENNIS



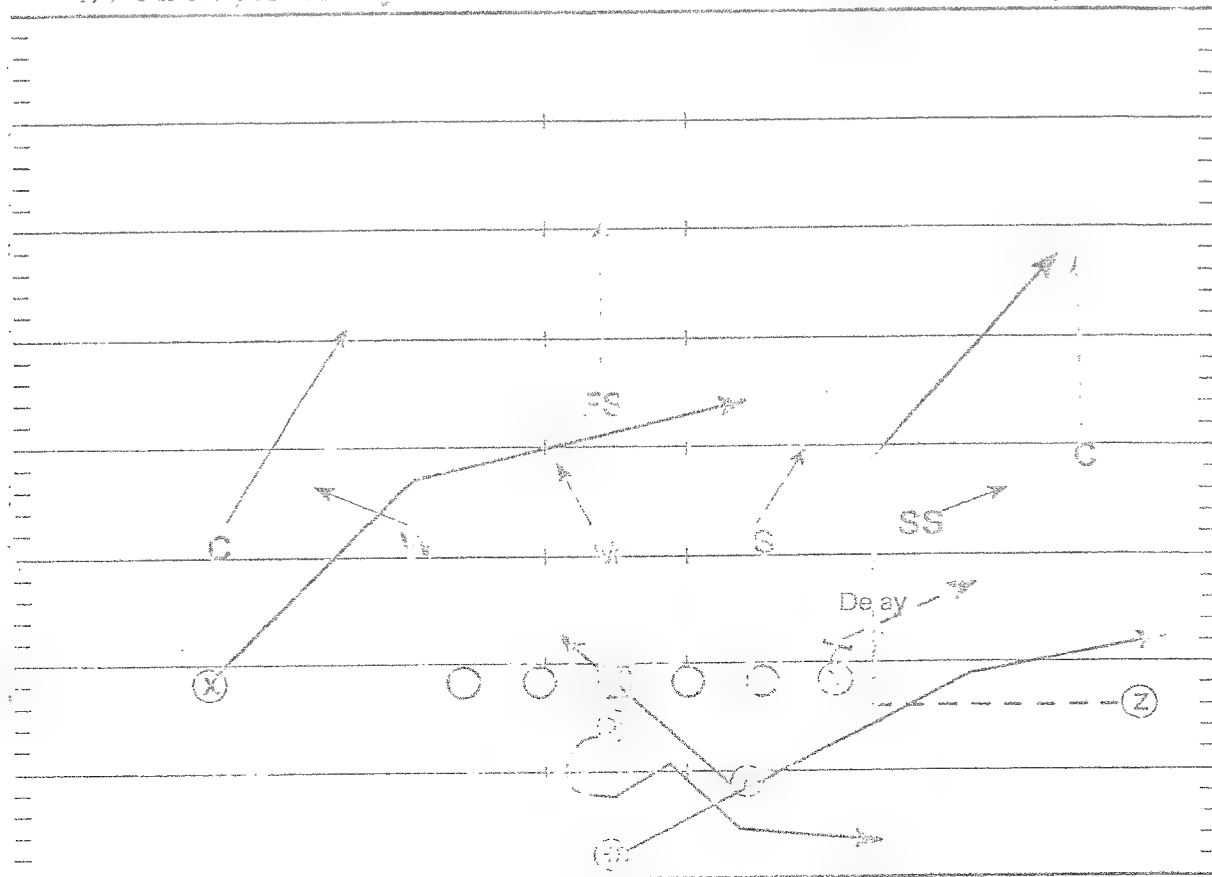
Pass Game

0/1 On (Cu) 7/77 Break X-Post Y-Hook



C/A Strong, Z-1/2 Fly

Quick 331/330 Related 170/Lt Y-Delay Z--<sup>2</sup> ag





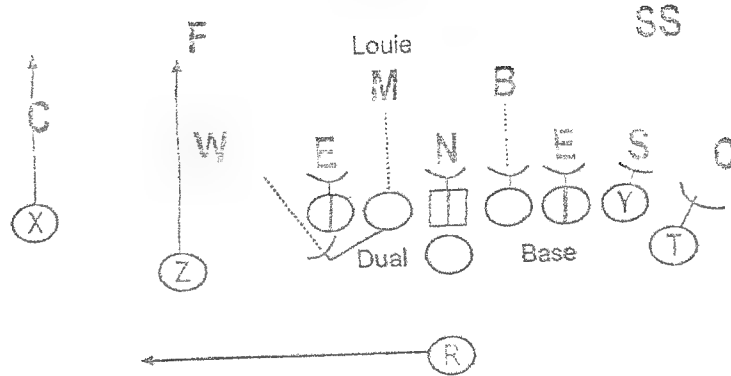
# TEXANS OFFENSE

## 2003 TEXANS OFFENSE Meeting #10

	Page:
Protection	2-3
78/79	

	Page:
Pass Game	5
Ride 136/137 Liz/Rip Y-Flag Z-Under	6
78/79 X-Snag	7
78/79 Z-Sail	8
78/79 Semi Z-Hook	

34

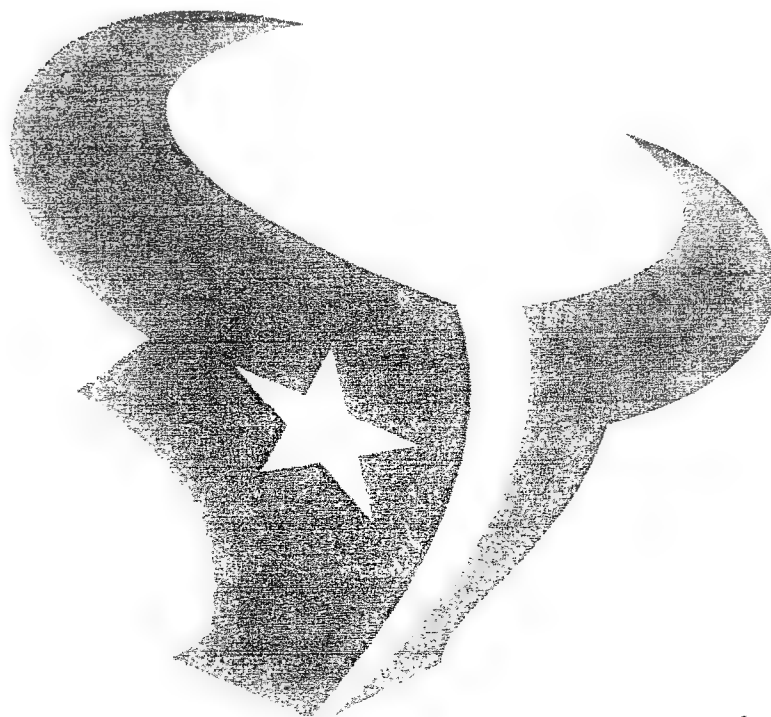


**Protection Concept:** 7 Man Protection (Slow) Free Release to Weak Side,  
4 Man Protection to TE Side

34 Rules - OL, TE, Wing block 3 DL / Mac / Buc / Sam / #4 Strong. Dual by Wk OG  
Remaining Back - Free Release  
43 Rules - OL, TE, Wing block 4 DL / Mike / Sam / #4 Strong.  
Remaining Back - Free Release

Z	Pattern
Y	Slow Area #3 Alert Swoop Danger
FRONTSIDE TACKLE	Base Alert Swoop Danger Roger-Louie
FRONTSIDE GUARD	Base Alert Swoop Roger-Louie
CENTER	To Locate Mike: Count from TE Side at #4 Position. Count to the 3rd Occupied LB Position for possible Swoop, Dual, East-West. Call Base - Gone to alert strongside to cooperate to block 4 man side Roger-Louie
BACKSIDE GUARD	Base Dual East-West Roger-Louie
BACKSIDE TACKLE	Base Sift East-West. Alert 5 Down possible Sift Roger-Louie
X	Pattern
QB	5 or 7 Step Drop
Wing	Block #4 w/ OL/TE. Swoop block slide inside to next man. Usually man over TE or man on Wing
R	Free Release

# Houston Texans

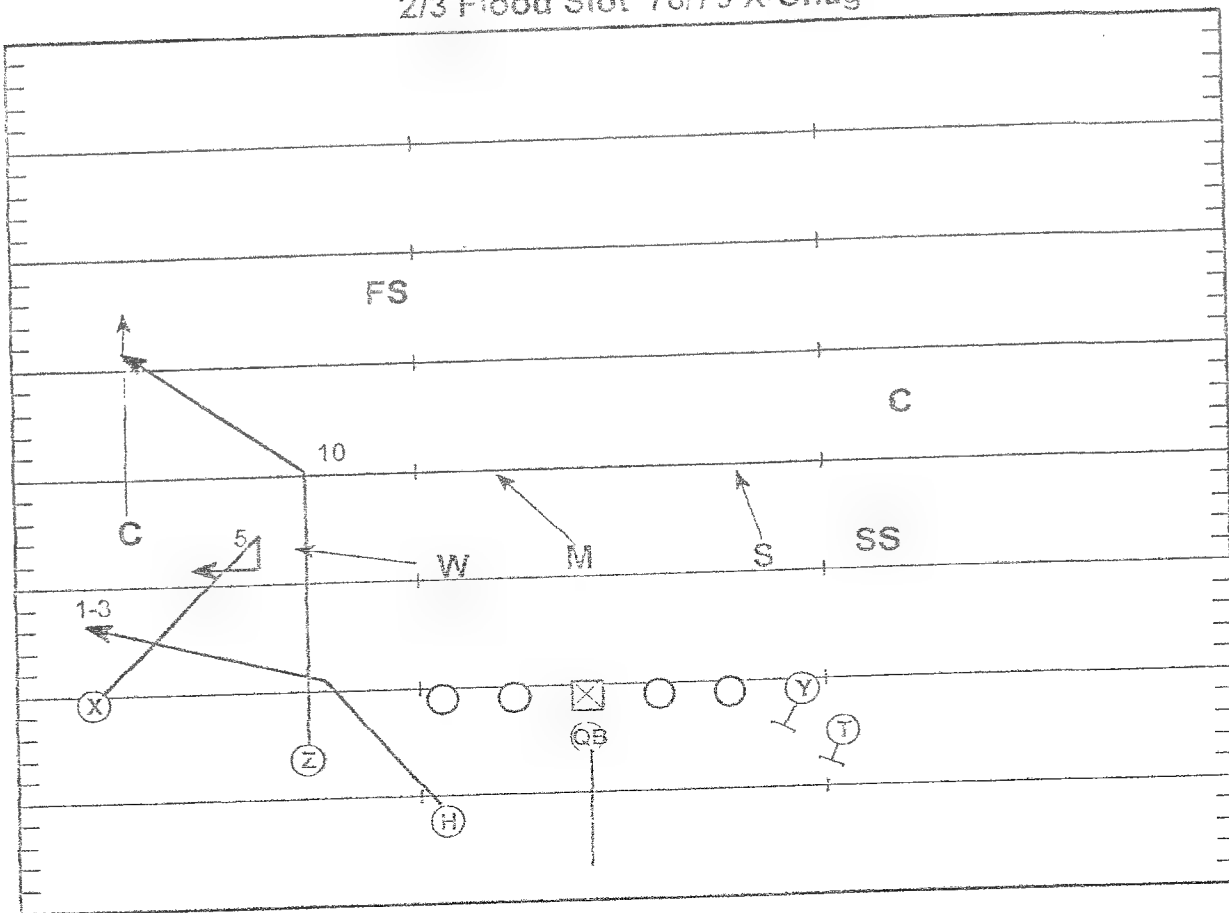


## Pass Game

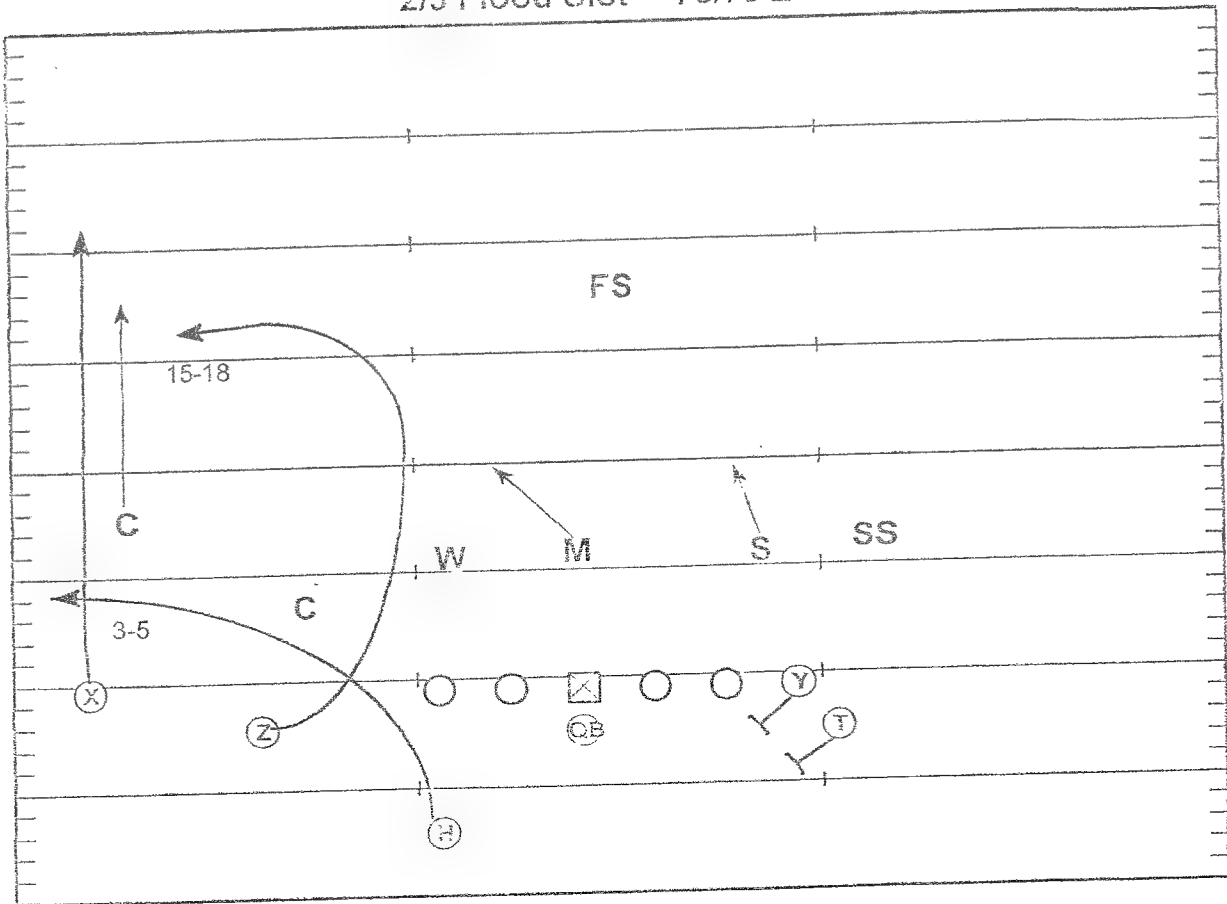




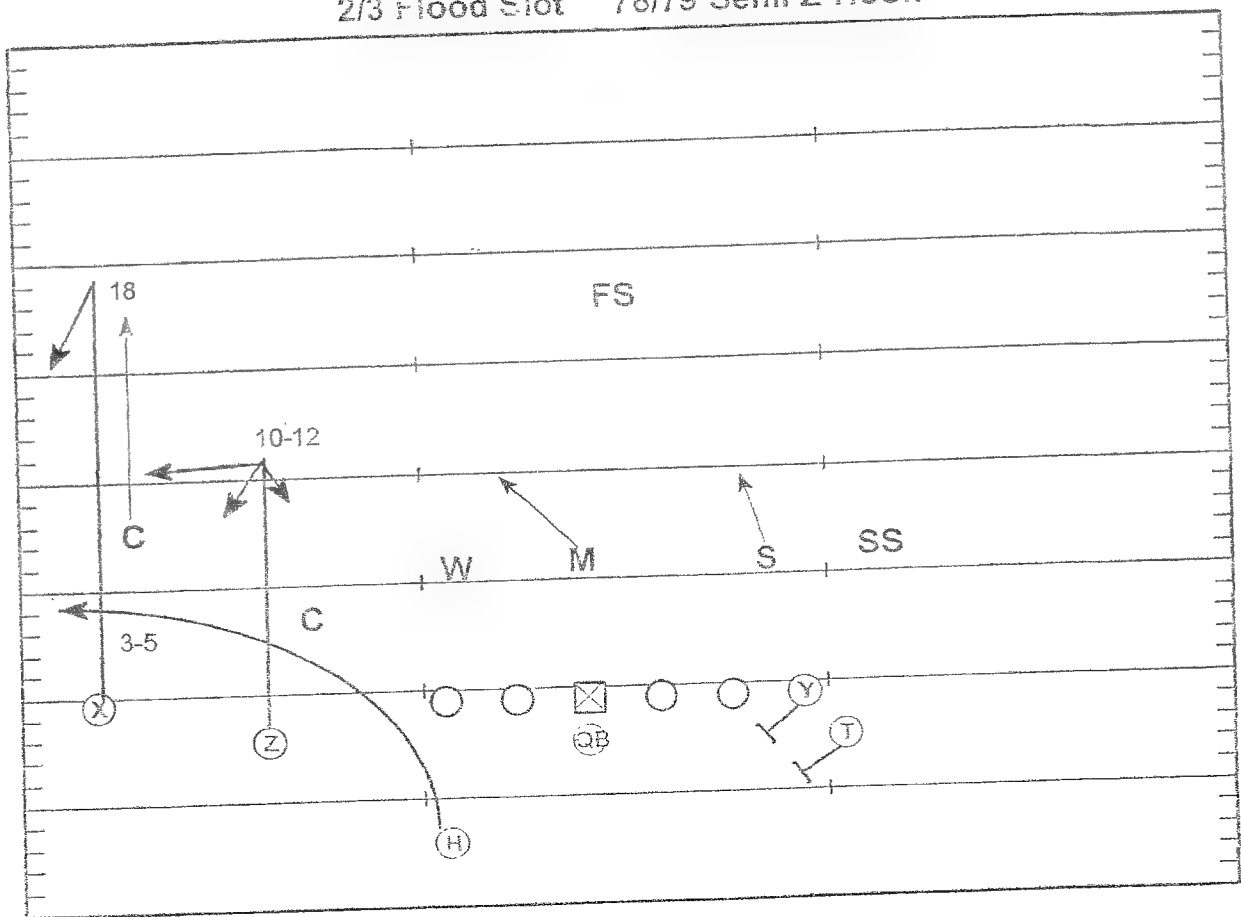
2/3 Flood Slot 78/79 X-Snag



# 2/3 Flood Slot 78/79 Z-Sail



# 2/3 Flood Slot 78/79 Semi Z-Hook



# 2003 TEXANS OFFENSE



## MEETING #11





# TEXANS OFFENSE

## 2003 TEXANS OFFENSE

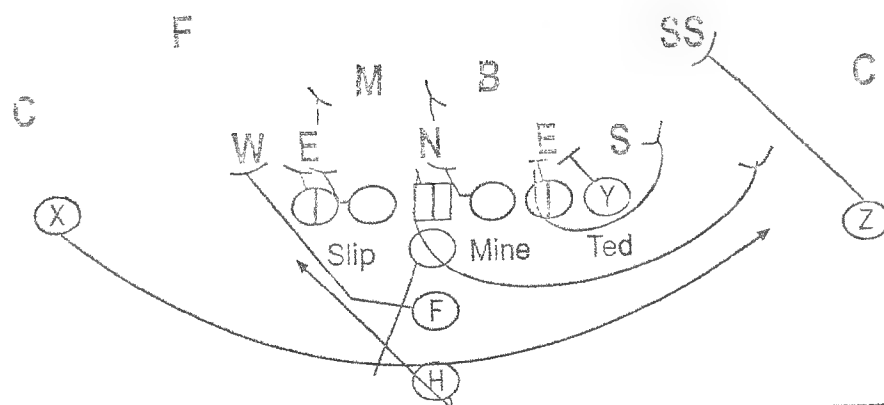
### Meeting #11

Run Game	Meeting #	Page:
Fake Ride 39/38 Bob X reverse Rt/Lt		2-3
Fake SI 36/37 Power 'O' Z Around Lt/Rt		4-5

Pass Game	Meeting #	Page:
78/79 H-Motion Streak X-Shallow		7
Toss 438/439 HB Pass		8
Ride 638/639 X-Take It		9
76/77 Switch T-Whip		10

# Fake RIDE 39-38 BOB X-Reverse Rt/Lt

34



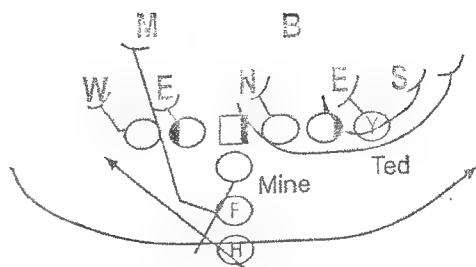
## REVERSE Concept:

1. Generally block the play called as is.
2. Usually play is run back to a TE side.
3. Either the called side Guard or Tackle Reverse Pulls In the Direction of the Reverse and Hooks End Man on LOS. The Guard makes the decision George, or Ted. The man not pulling blocks down.
4. The TE Blocks down on man over tackle. (Slam man over and drag him with you if you can)
5. Either the Offside Guard or Center Reverse Pulls to the callside and leads to the outside. The center makes the decision and calls mine or yours. The man not pulling blocks man over.
6. The faking back runs original play.
7. QB fakes original play and hands over the top to the Reverse Runner.
8. Audible Out vs #4 on the LOS at P.O.A.

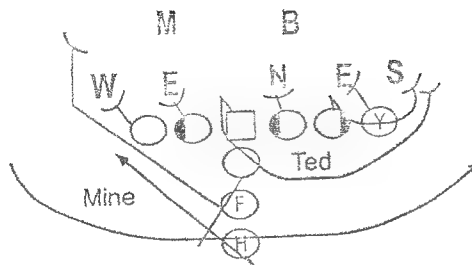


# Fake RIDE 39-38 BOB X- Reverse Rt/Lt

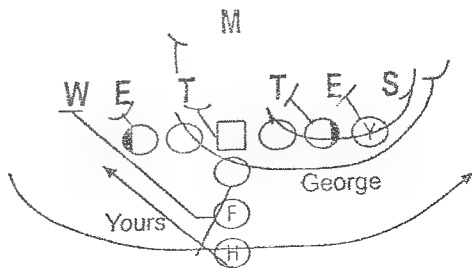
34 Under



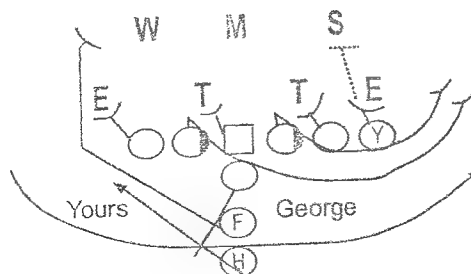
34/44



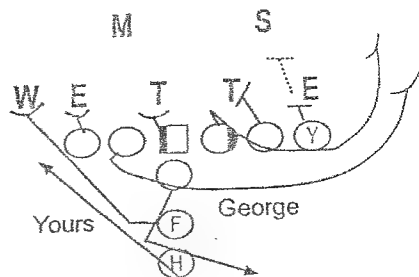
43



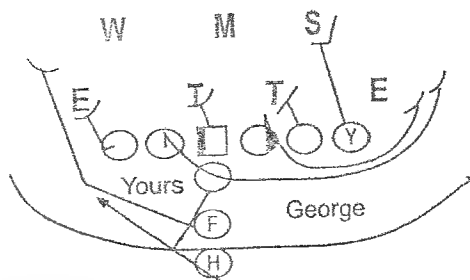
43 Stack



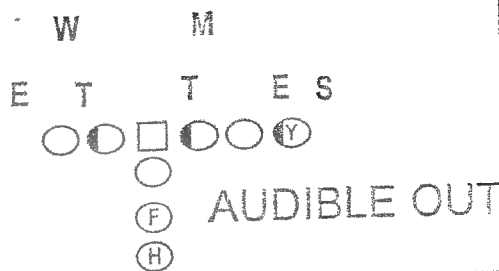
43 OV STK



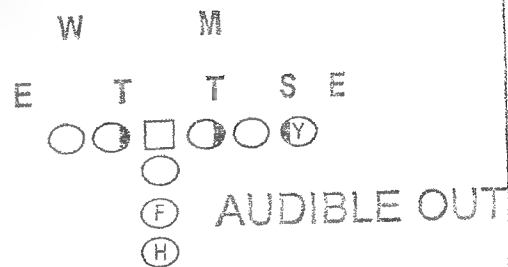
43 OV STK WIN



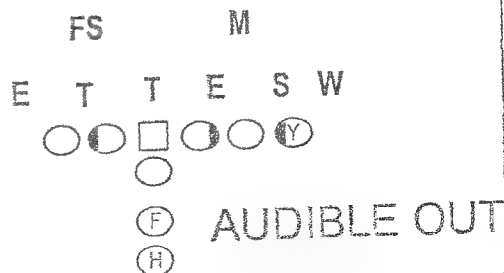
44 STG



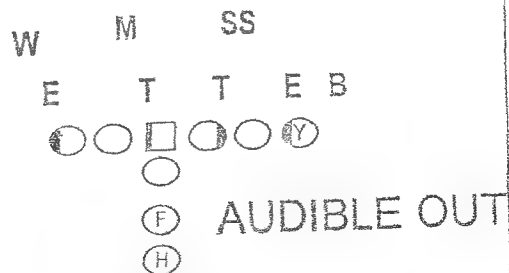
44 STG SAM SW



43 CUB WK



OV STK SAM OUT SIN



# Houston Texans

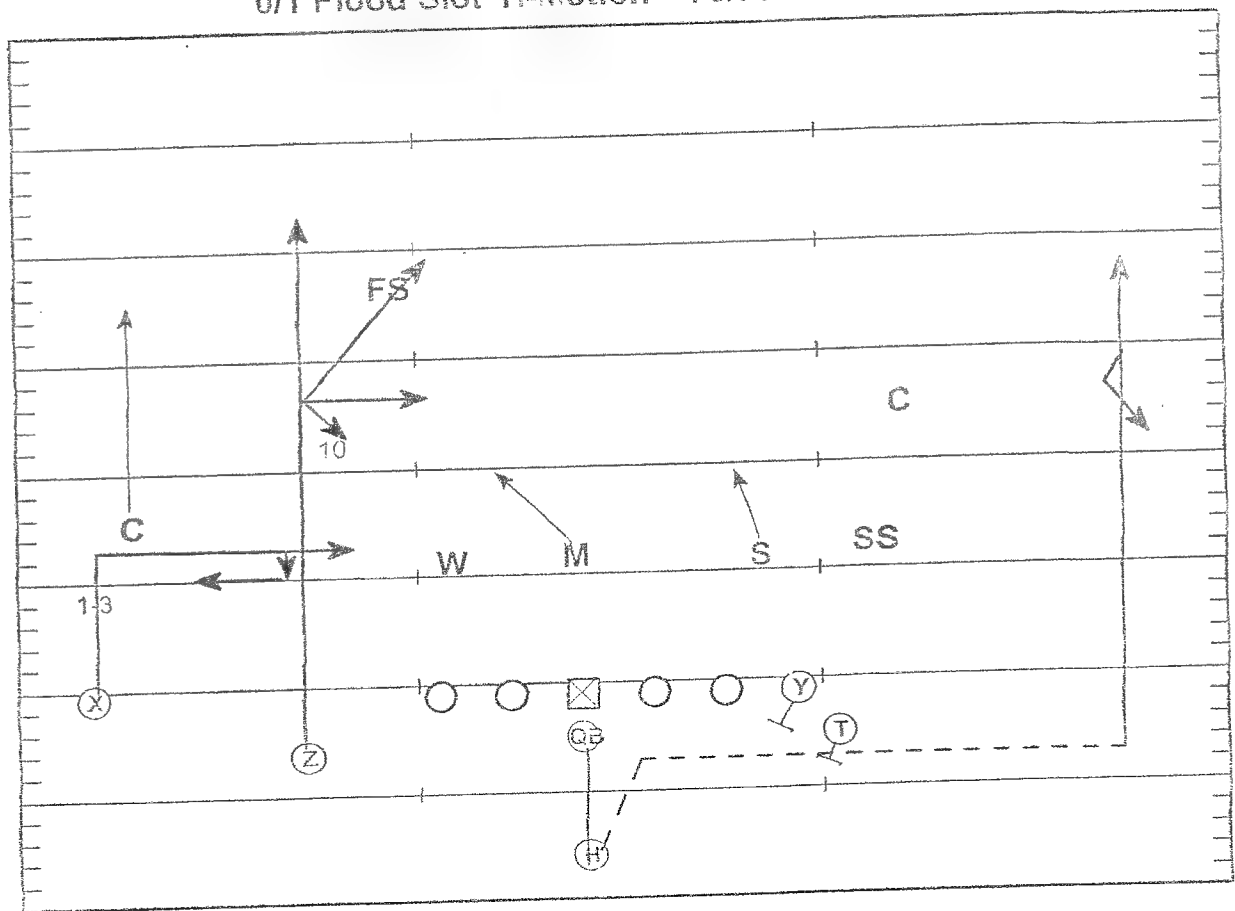


## Pass Game

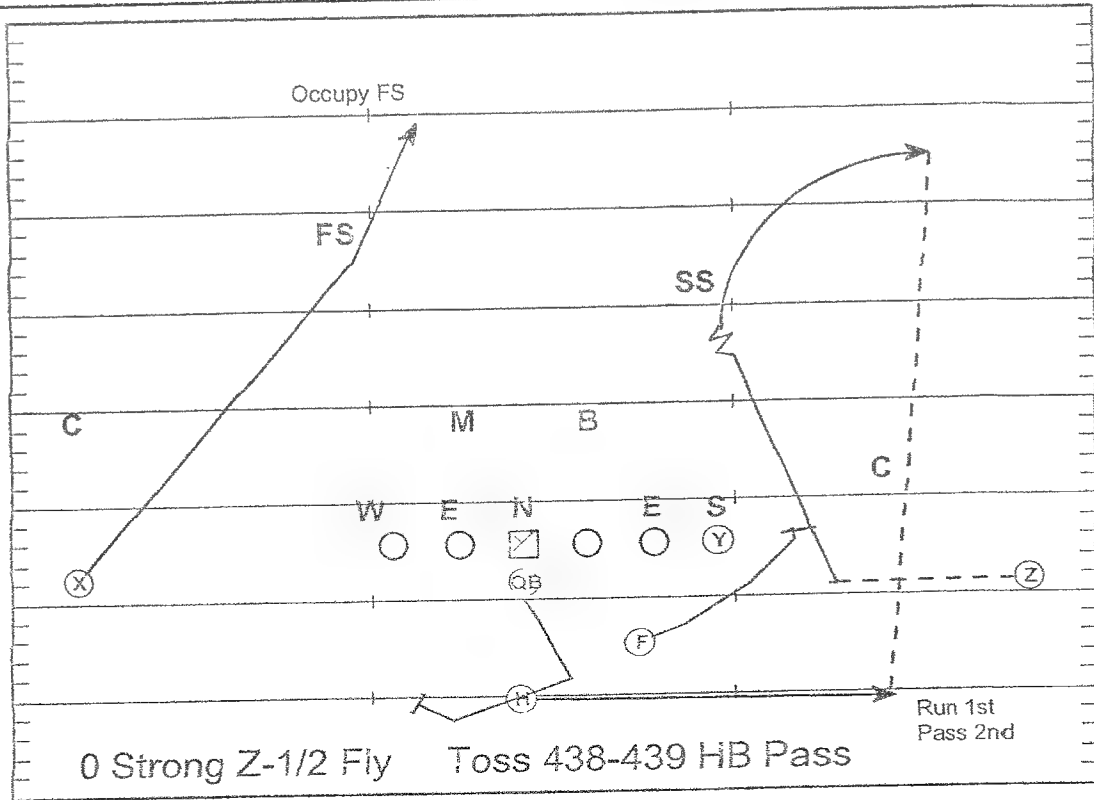




# 0/1 Flood Slot H-Motion 78/79 Streak X-Shallow



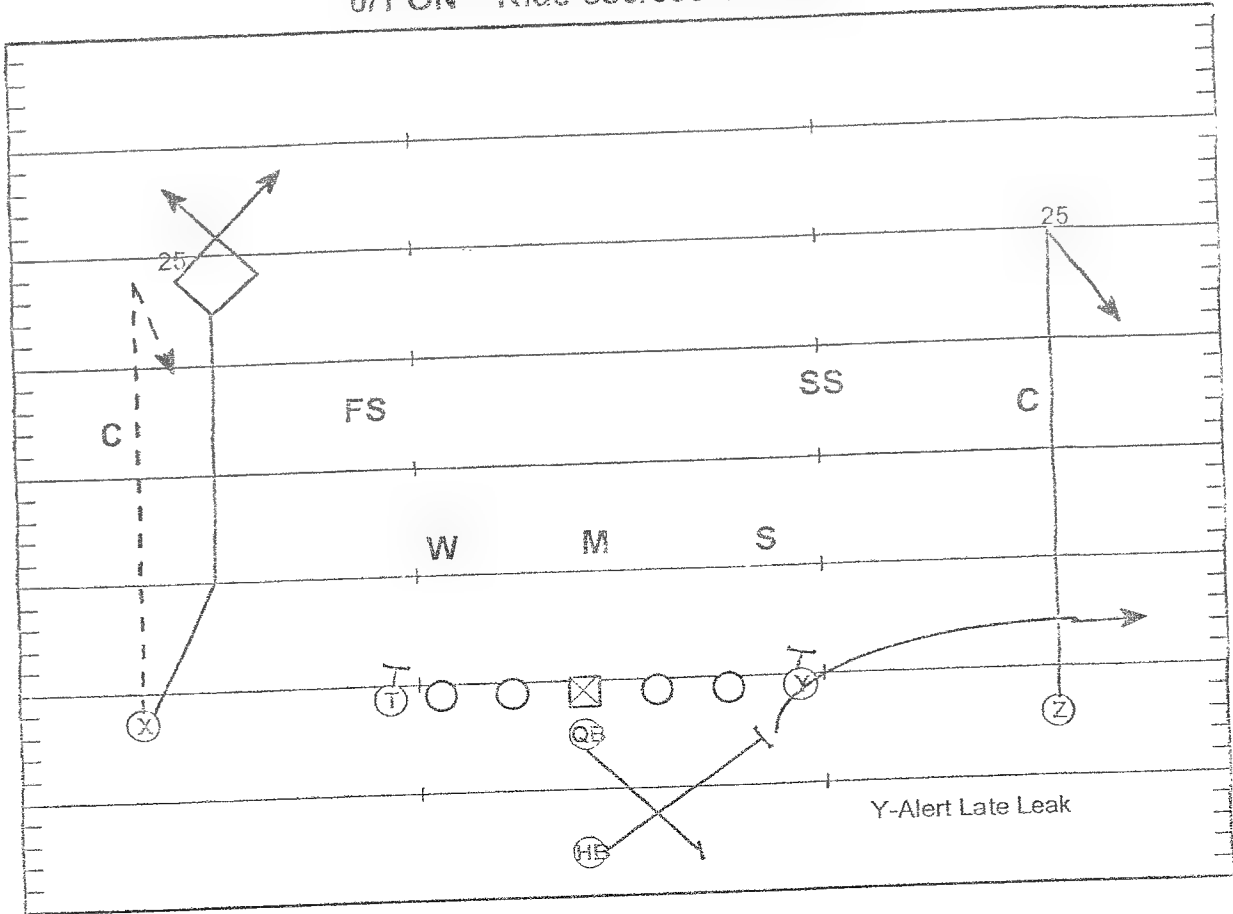
# SPECIAL PLAYS



Block 38 Boss Rules - Possible U-Scheme

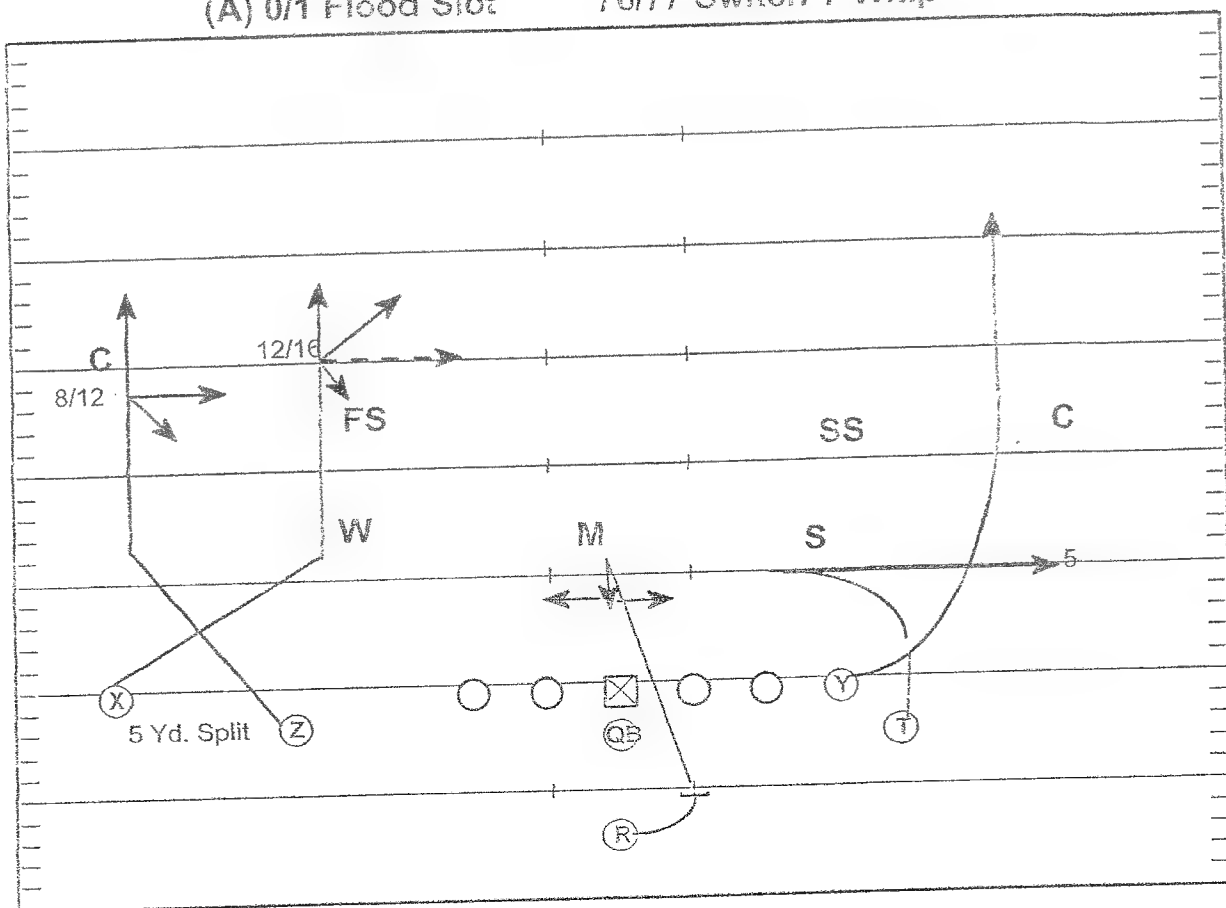


0/1 ON Ride 638/639 X-Take It



(A) 0/1 Flood Slot

76/77 Switch T-Whip



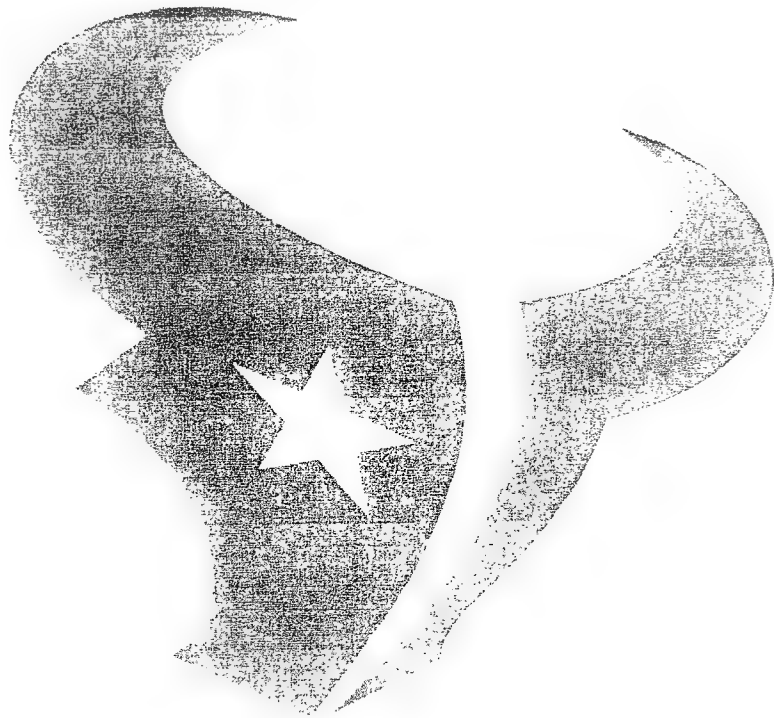


# TEXANS OFFENSE

2003 TEXANS OFFENSE  
Meeting #12

	meeting #	Page:
Pass Game		2
76/77 Y+Z Cross		3
76/77 Semi Go Y+Z Whip		

# Houston Texans



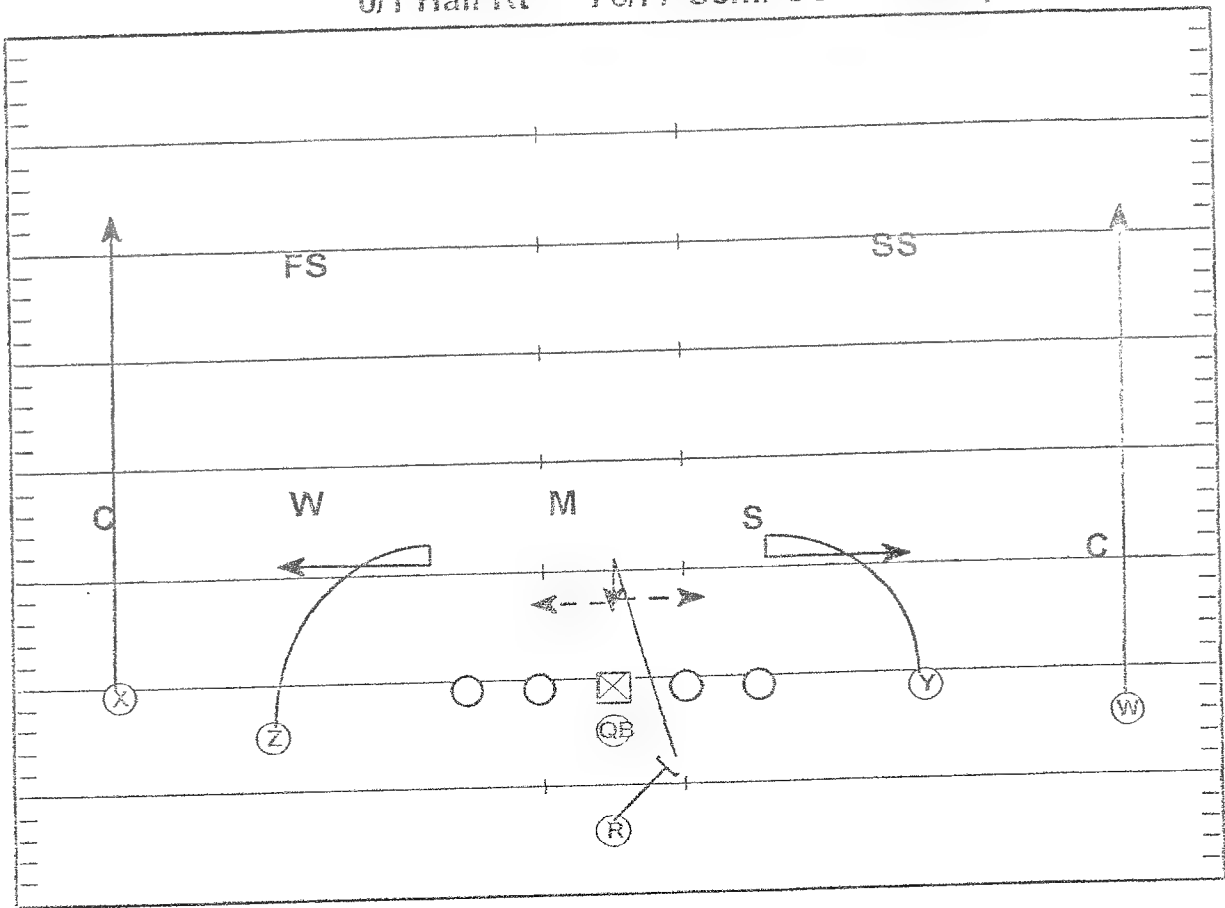
## Pass Game



76/77 Y+Z Cross



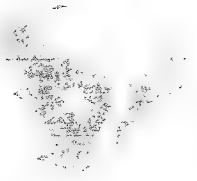
0/1 Half Rt 76/77 Semi Go Y+Z Whip





## A MATURE COMPETITOR:

1. Keeps his Poise, NO MATTER the SITUATION.
2. DOES NOT Get BAITED INTO FOOLISH ACTION. - IS the ONE IN CONTROL.
3. Let's his ACTIONS speak for himself. - CARRIES A BIG STICK.
4. Plays at HIS LEVEL, all the TIME, NO MATTER the SITUATION.
5. Elevates the performance of those AROUND HIM.
6. Doesn't believe in Excuses, only Results.
7. TAKES CARE OF 'The-LITTLE THINGS' - Attention to Detail.
8. BUILDS BRIDGES. - UNDERSTANDS what 'TEAM' means.
9. CAN BE COUNTED ON - Dependable AND TRUSTWORTHY.
10. FINISHES - 'will "SEAL the Deal".'



HOUSTON

STEELERS

PROTECTOR 11-77

Hot off 1+

- 'Lucky' - 'Ringo' - Away
- 'L' - 'R' - Away
- 'R' - 'L' - Away

Hot off 2+

- 62-63
- 76-77
- 136/137 DUAL

Hot off 3+

- 82-83
- 136/137
- 138/139
- 'Lucky' - 'Ringo' - To You (2 off tackle)
- 'L' - 'R' - To You

Hot Built in

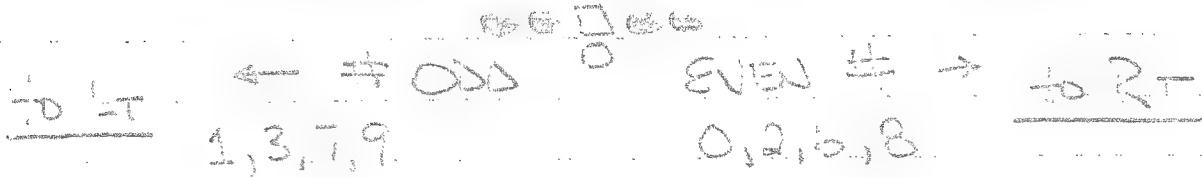
- 90's
- 76 Firm (scat)
- 62 Firm (scat)

## PERSONNEL

1. REGULAR - 2 BACKS  
1 TE (Y)  
2 WR
2. ACE - 1 BACK  
2 TE (Y)(T)  
2 WR
3. KINGS - 1 BACK  
1 TE (Y)  
3 WR
4. TENS - 2 BACKS  
2 TE (Y)(X)  
1 WR
5. TENS HEAVY - 2 BACKS  
2 TE (Y)(Z)  
1 WR
6. FLUSH - 1 BACK  
0 TE  
4 WR
7. QUEEN'S - 2 BACKS  
0 TE
8. CAULS - 2 BACKS  
3 TE  
(Y)(X)(Z)



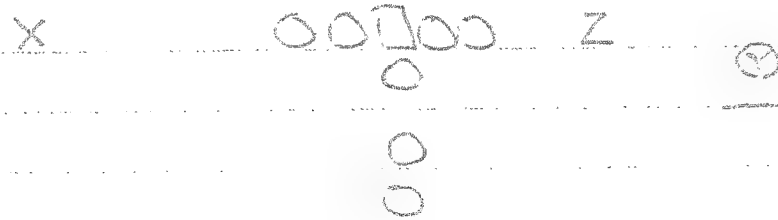
The ALIGNMENT of the  $\psi$  is Simple:



Exceptions to That ALIGNMENT



SPLIT



## THUNDER

IF A RECEIVER IS LEFT UNCOVERED AND THE QB WANTS TO PASS THE BALL TO HIM, HE WILL CALL "THUNDER - THUNDER". THE PLAY IS AUTOMATICALLY CHANGED TO SLOW PROTECTION - 1 STEP DROP. ATTACK #3 LOW TO GET HIS HANDS DOWN. BALL IS SNAPPED ON 2ND SOUND:  
(3 DOWN, HOT)

## BINGO

IF WE WANT TO HURRY UP TO THE LOS TO RUN A PLAY BEFORE THE DEFENSE CAN GET SET OR CHALLENGE A PLAY, THE QB WILL CALL "BINGO BINGO".

WE WILL HURRY TO THE LOS AND RUN A PRE-DETERMINED PLAY. IF YOU HEAR THE QB CALLING BINGO, REPEAT IT TO YOUR TEAMMATES. BALL IS SNAPPED ON 2ND SOUND.  
(4 DOWN, HOT)

## 5. Packages

Packages give us the ability to call a play in the huddle and run a different play if the defense dictates

Huddle call:

O Package Ride 38 U-Boss

That week, we may only want to run 38 U-B vs. UNDER DEFENSE.

So if the defense is AN OVER, the QB will announce to Ride 38 Bob, or another prescribed play.

"Two, Lions-Robert, Two, Lions Robert"  
"Hot... Hot"

All DIRECTIONS, PACKAGES, AND Huddles are  
SNAPPED ON 2!!

### 3. WE HAVE 6 STARTING COUNTS

A. 1ST SOUND = "HUT"

B. 2ND SOUND = "3-Down, HUT"

C. 2ND NUMBER = "3-Down, SET, 2-18, HUT"

D. ON 1 = "3-Down, SET, 2-18, 2-18, ... HUT"

E. ON 2 = "3-Down, SET, 2-18, 2-18, ... HUT... -C-"

F. DOUBLE CADENCE = USE CADENCE TWICE

### 4. AUDIBLES

WE WILL AUDIBLE TO A BETTER play AT THE L.O.S. VS CERTAIN DEFENSES.

When the QB WANTS to AUDIBLE, HE WILL REPEAT THE SNAP COUNT IN HIS CADENCE, then give the AUDIBLE.

THAT way, the Defense will NOT know when we ARE AUDIBLING AND check to a DIFFERENT DEFENSE.

ALL AUDIBLES, PACKAGES AND DIRECTIONS

ARE SNAPPED ON 2 !!

## How Counting

1 ← 000

300 → 31

9 0 5 2 0 2 1 6 5

## Numbering System

0 - 39 - Run

40's - Drink

50 - 99 - Pass (200000)

100's - Play Action Pass

200's - Huddle on Sprint Package

300's - Nukes / Boot Legs

400's - Pass by someone other than QB

500's - Screens

600's - Play Action with Max-Protection  
(3 min)



## FORMATION - ALIGNMENT

1. LISTEN FOR  $\neq (\phi, 2, 6)$   
 $(1, 3, 7)$

LT  $\leftarrow$  ODD

EVEN  $\rightarrow$  RT

The Number Called sets the Strength (Y) and  
 The BACKFIELD SET

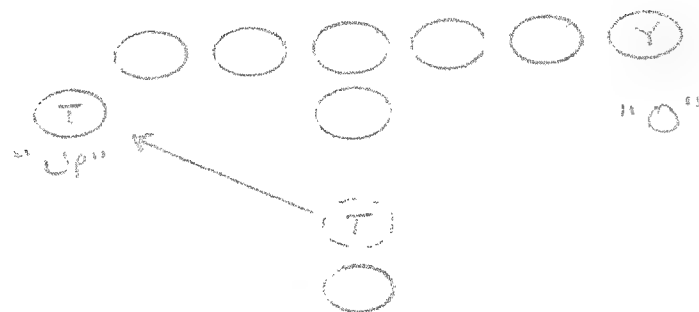
2. LISTEN FOR WORDS THAT SET THE FORMATION  
 VARIATION (UP, ON, OUT, WIDE...)

VISUALIZE THE FORMATION IN YOUR MIND AS THE  
 QB CALLS IT:

" $\phi$ " - "O"

"O" = Y RT

"UP" = T IN THE "O" POSITION  
 AWAY FROM THE Y.



YOU MUST REALIZE THE FRAGMENT'S TO FULLY  
 UNDERSTAND THE SENSE.

## MOVEMENTS

Fly = Moving Away from (Y)

Motion = Moving to (Y)

2nd = Retelling or Go-to MOVEMENT

Start (Fly) (Motion) = start movement from circle...

(Fly) (Motion) to = movement to edge of circle from

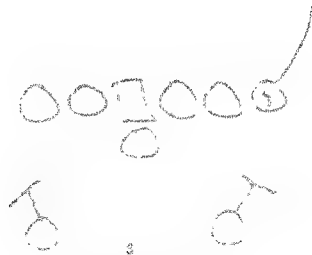
MOVE = moving from to motion

## SCHEME

1. WE ARE TRYING TO BLOCK DOWN ON THE FRONTSIDE AND PUT A LINEMAN.
2. THE DEFENSIVE FRONT ALIGNMENT DETERMINES WHO, IF ANYONE IS BLOCKING DOWN OR PULLING.
3. THE FRONTSIDE TACKLE WILL PULL THE BLOCKING SCHEME WE WILL USE.
4. A "STRAIGHT" CALL INDICATES WE WILL BLOCK O, L, 2, 3. PUES. TE BLOCKS #3 ON A STRAIGHT CALL WITH POWER LEVERAGE.
5. THE TE HAS THE RIGHT TO LEAVE A WIDE '9' DEFENDER FOR THE PULLING GUARDS AND BLOCK THE 1ST - 3 STAFF OFF THE BALL WITH A "CHOKE" CALL.

80's = E : T : S : PASSING GAME

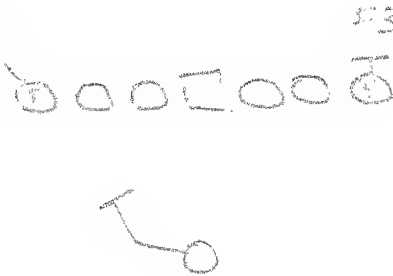
81-82 = 2 BACK



"SEMI" on route = 5 STEP DOD BY QB

NO "SEMI" = 7 STEP DOD

80-81 = 1 BACK, Y = SLOW BLOCK #3



80's FOR T.E. = MIDDLE LEAD, UNLESS TAGGED OR  
PART OF CONCEPT.

WALK = SIGHT ADJUST T.E. C. UNTIL WEAKSIDE

62-63 = FEEL DEERE STRONG BACK



HOTS = HOT OFF 2!

IF AGE, BOTH T AND O REACT HOT IF TO STRONG  
SIDE

Example: 62-63, 62 SEMI CURL



# DEFENSIVE NOODLING FOR TE'S

Version 1

Diagram 1

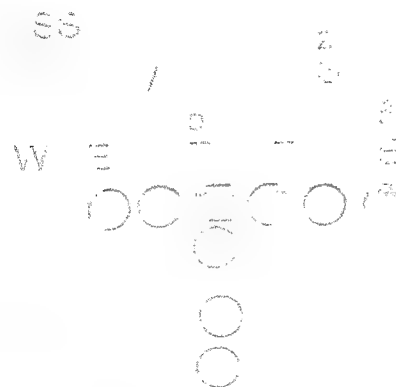
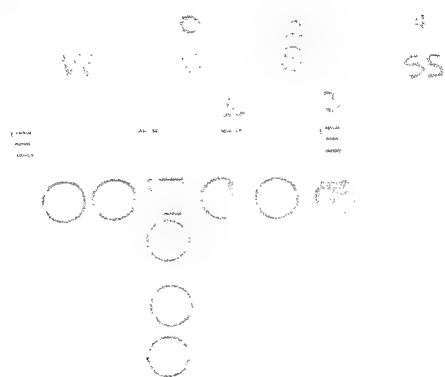


Diagram 2

Diagram 2

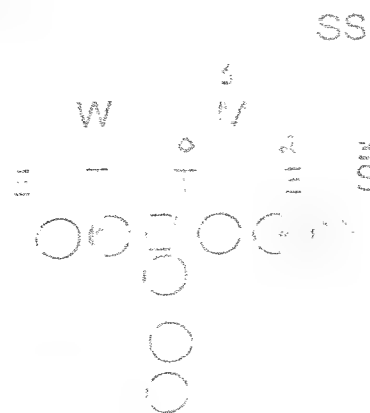
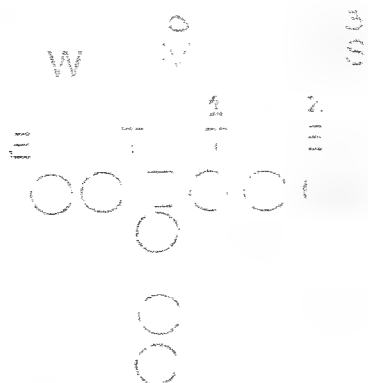
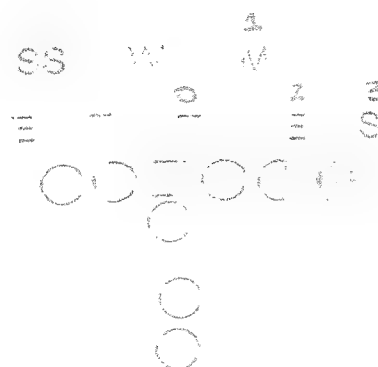
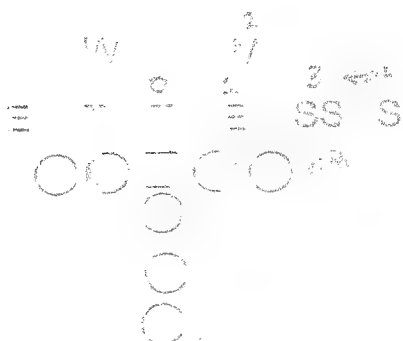


Diagram 3

Diagram 3



NOTES:



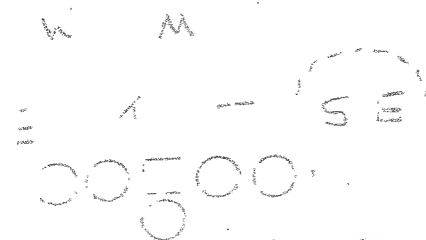
GUARD  
BUBBLE



TADNE  
BUBBLE



STRETCH  
LOCK



SWITCH  
LOOK

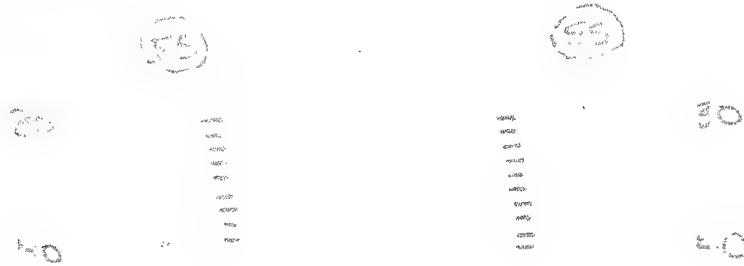
(TE Guard by DE/END ON LOS) (2) "JAMMED" ON TE/END OUTSIDE



1st DED CLOSED

REPRODUCED FROM THE NATIONAL ARCHIVES OF THE UNITED STATES GOVERNMENT

The 2nd closed bar is taken on width of safety from the 1st.



If the safety is 1st out of the 1st, we treat that as open.



If the safety is 2nd out of the 1st, we treat that as closed.



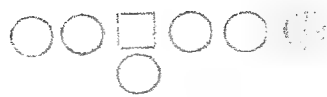
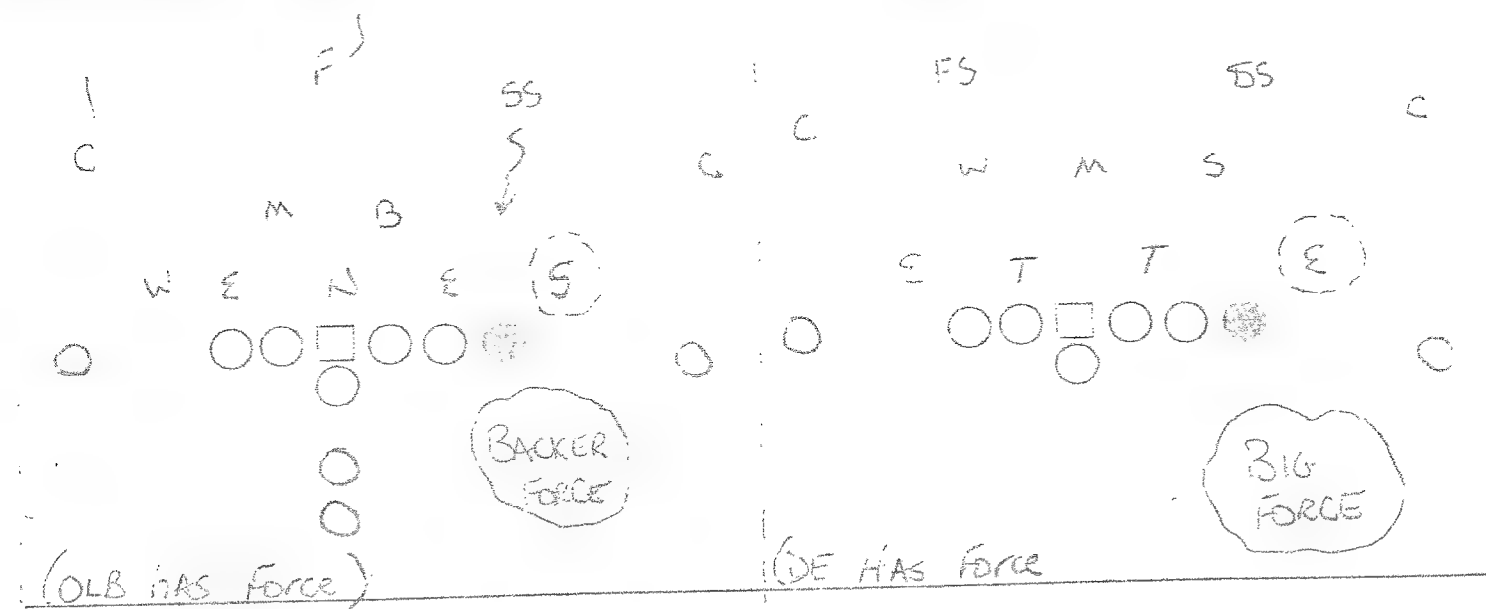
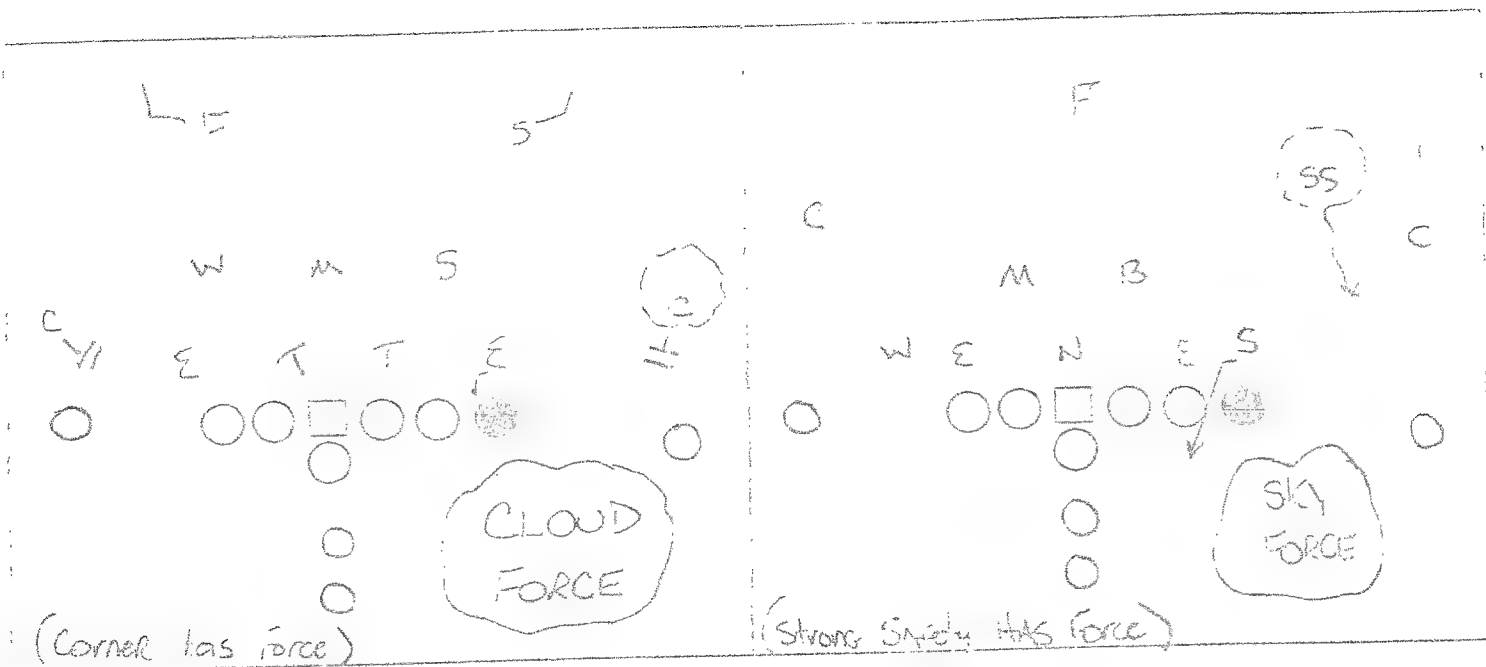


- BLOCKING - SOLID FOUNDATION  
WORK OFF YOUR ARCHES
- PAD LEVEL
  - CONTROL - HANDS INSIDE
  - POSITION - HEAD UP - BACK ARCHED

- RELEASE
- LOW PAD LEVEL  
"Don't give him anything to defend"
  - Explosive Quickness
  - MUST BE ABLE TO USE YOUR HANDS  
WASTEFULLY.

- BREAKS
- SHARP AND SUDDEN
  - NO WASTED MOTION
  - SPEED !! TO SEPARATE

- PROTECT THE BALL



WOLSTON

BACK DRAWS

W E N E S  
O O 1 O O O

34

W E T T E S  
O O 1 O O O

43

W E N E S  
O O 1 O O O

34 OVER

W E T T E  
O O 1 O O O

43 OVER STACK

W E T T E S  
O O 1 O O O

43 UNDER

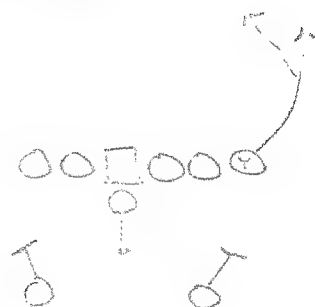
W E T T E S  
O O 1 O O O

43 OVER WIDE WIN

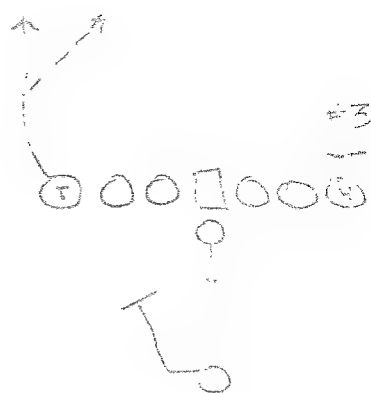
## PROTECTION

90's = 3 STEP QUICK GAME

92-93 = 2 BACK



90-91 = 1 BACK, 4 = SLOW BLOCK #3



90's FOR TE = QUICK SEAM READ, UNLESS TAGGED

\* Exception = 94/95 = DIAGONAL

HOTS = BUILT IN TO 3 STEP GAME

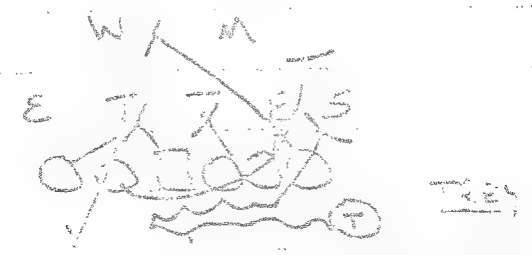
DOING SCHEMES

① Zone



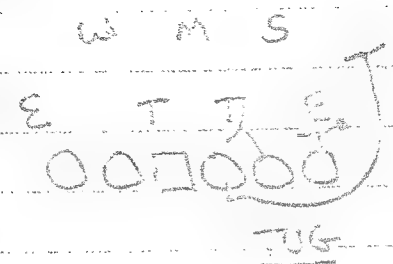
Ex: R 38/39 SLASH  
 R 34/35 ZRR  
 SL 14/15 kolly

② ANGLE



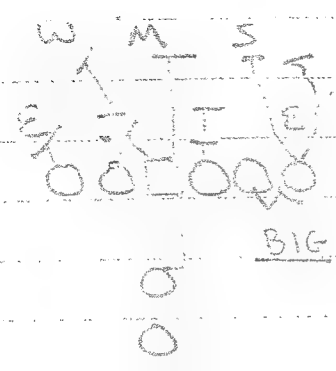
Ex: SL 36/37 Power 7

③ T



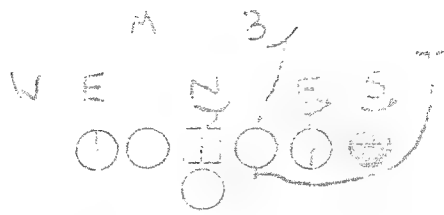
Ex: R 38/39 D-Boss

④ DRAW

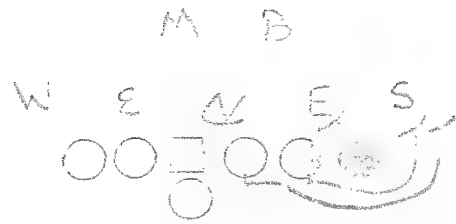


Ex: 4-42-43 LEH

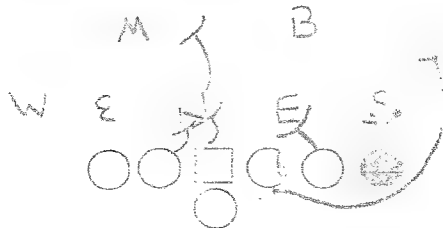
7-



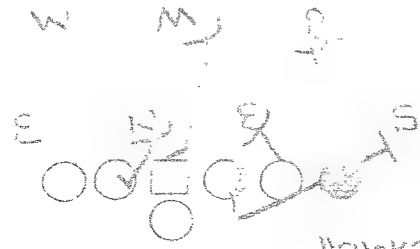
"STRAIGHT"



"TUG"



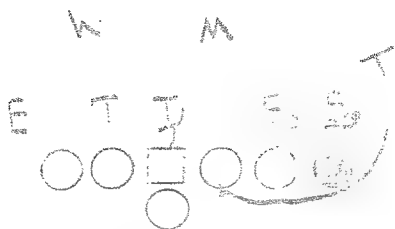
"TUG"



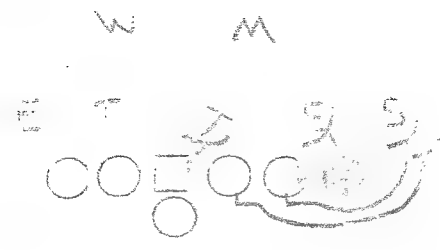
"TUG"

"CHOKÉ"

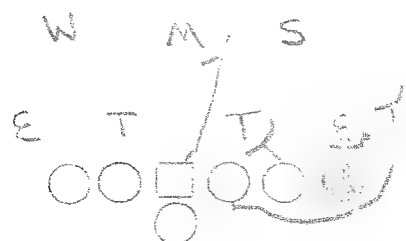
4-2



"STRAIGHT"



"TUG"



"TUG"



"TUG"

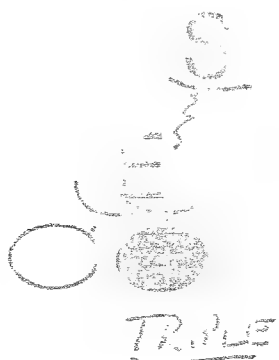
"CHOKÉ"

(Position Tone)

RIC: 34-35 Zone (FRONT SIDE)

Guard Bubble (4-9)

Guard Bubble (5-9)



T Bubble (6)-HIP



T Bubble (6)



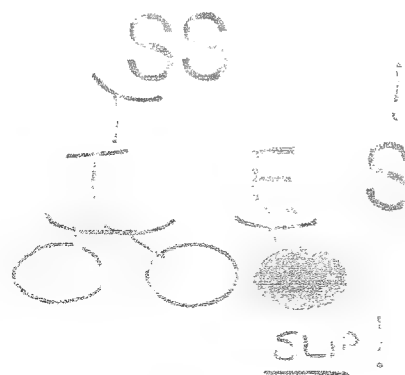
T Bubble (9)



Switch



Stretch



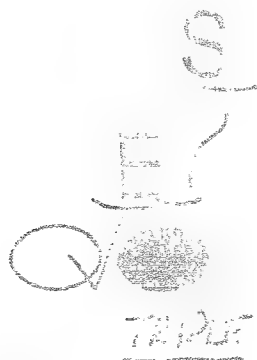
Stretch Joker

OUTSIDE (2-5)

Page 39-39 S. 31

Quadr Bubble (4-9)

Quadr Bubble (4-9)



T Bubble (6H/P)



T Bubble (6)



T Bubble (9)



Switch



Stretch



Stretch

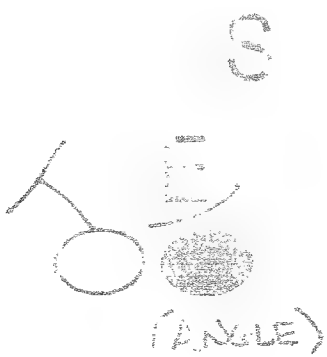


(Pilot)

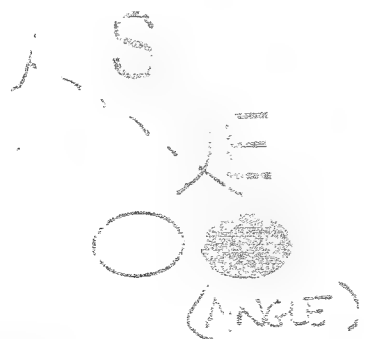
SLANT 30-35 2002-0

Guard Bubble (4-9)

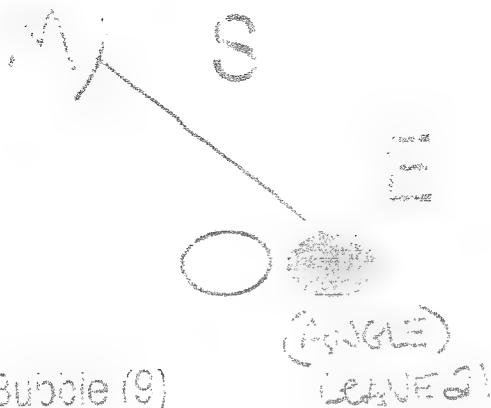
Guard Bubble (5-9)



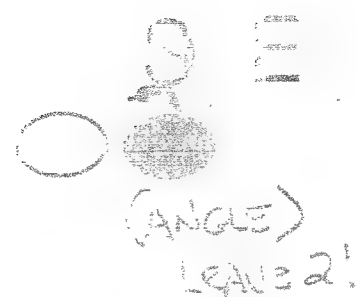
Bubble (61-HIP) LEAVE 2!



Bubble (6) LEAVE 2!



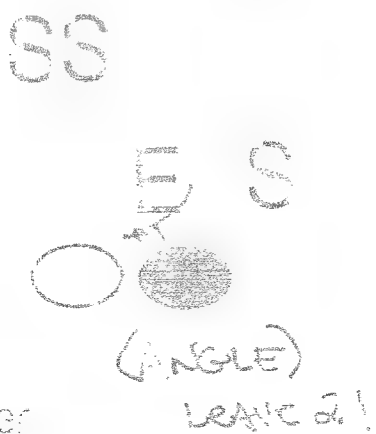
T Bubble (9) LEAVE 2!



Switch LEAVE 2!



Stretch LEAVE 2!



Stretch closer LEAVE 2!

(D-Scheme)

Guard Bubble (4-9)



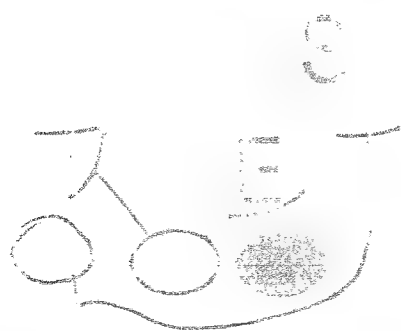
STRAIGHT

Fig. 38-9 D-Scheme

Guard Bubble (5-9)



T



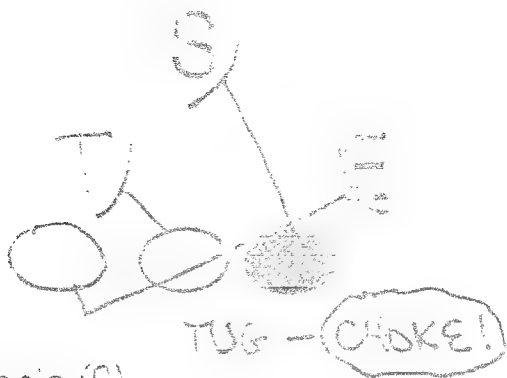
T Bubble (6H-HIP)

TUG



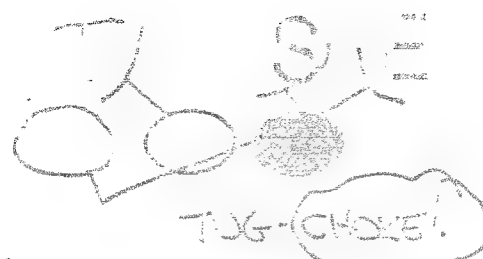
T Bubble (6)

TUG



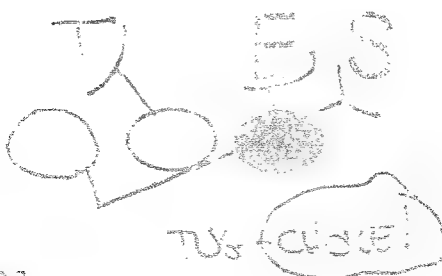
T Bubble (9)

TUG - CHOKE!



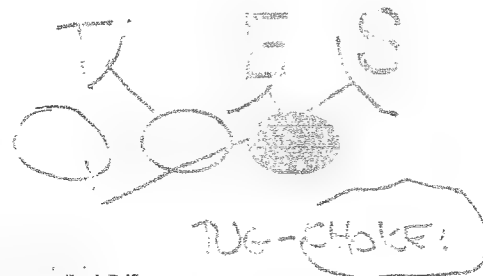
Switch

TUG - CHOKE!



Stretch

TUG - CHOKE!



Stretch Joker

TUG - CHOKE!

Guard Bubble (4-9)



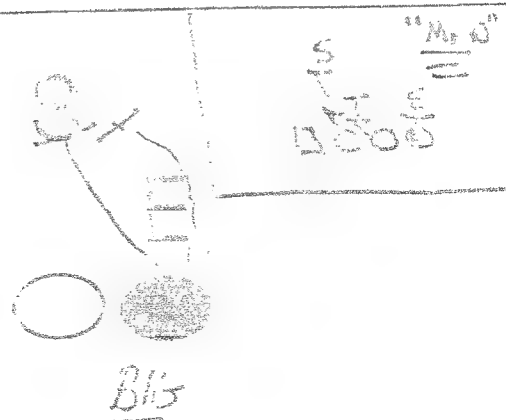
Guard Bubble (5-9)



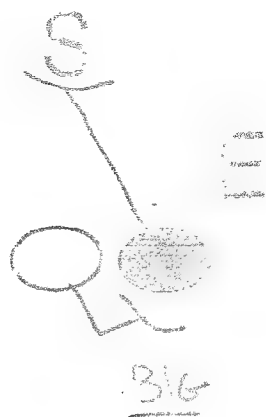
T Bubble (61-H-P)



T Bubble (6)



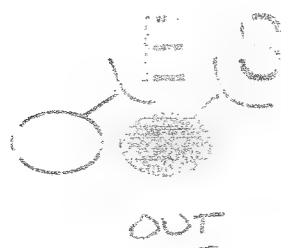
T Bubble (9)



Switch



Stretch



Stretch (6-12)



1st (Scene) Scheme

Circle Bubble (4-8)



2nd (Scene) Scheme

Circle Bubble (5-9)



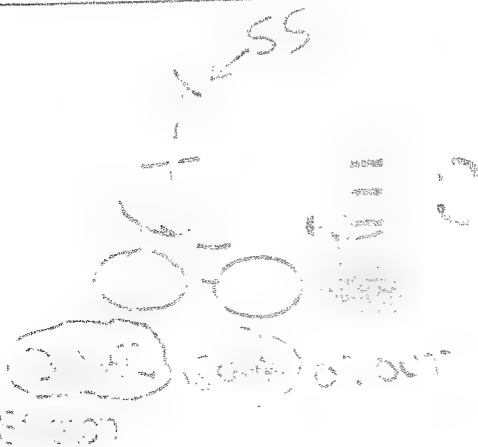
3rd (Scene) Scheme

Circle Bubble (6-10)



4th (Scene) Scheme

Circle Bubble (7-11)



(S-EC-007E) (S-EC-007E)  
 (S-EC-007E) (S-EC-007E)

(S-EC-007E) (S-EC-007E)  
 (S-EC-007E) (S-EC-007E)



(S-EC-007E) (S-EC-007E)

(S-EC-007E) (S-EC-007E)

CHORE CALL IF LEAVING 1 ON LOS  
 DURING YOU FOR PULLING CG.



(S-EC-007E) (S-EC-007E)

SWITCH



SWITCH

SWITCH

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840. 84

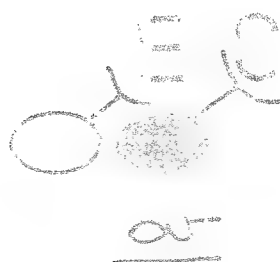
[illegible][illegible]

SECRET



SECRET

Switch



100

SECRET

8-11-74

Blue Bluff Twp. (1974)

Clear Bluff (4-9)

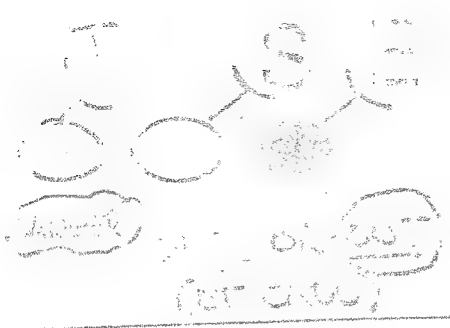
Clear Bluff (5-9)



Clear Bluff (6-9)

Clear Bluff (7-9)

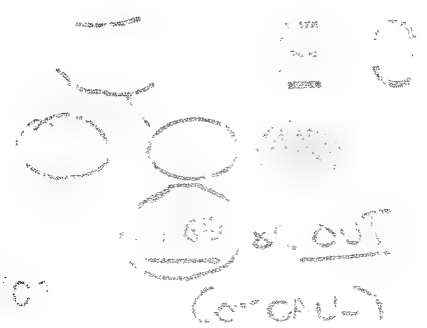
SS SS



Clear Bluff (8-9)

Clear Bluff (9-9)

SS



Clear Bluff (10-9)

Clear Bluff (11-9)

(y) (d) (s) (d) (s)

10-10-10-10-10-10

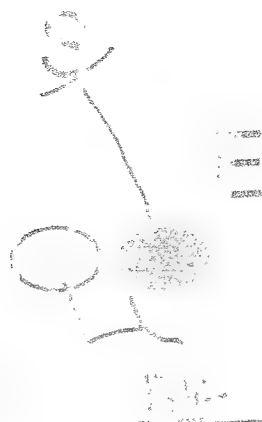
Guard Bubble (4-9)

Guard Bubble (6-9)



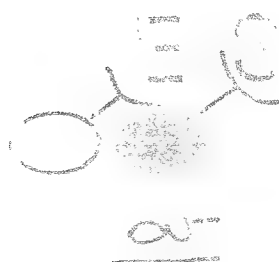
Bubble (6-4-9)

Bubble (6)



Bubble (9)

Switch



Stretch



Stretch Joker

(Zest)



0-7-100-59

**SECRET**

|    |    |    |
|----|----|----|
| 52 | 50 | 58 |
| 1  | 2  | 3  |
| 4  | 5  | 6  |
| 7  | 8  | 9  |

ENCLOSURE

1997 2000

10/10/1990

DE 30-27 7-10-1990 (SINE)

Star Bubble (4-8)

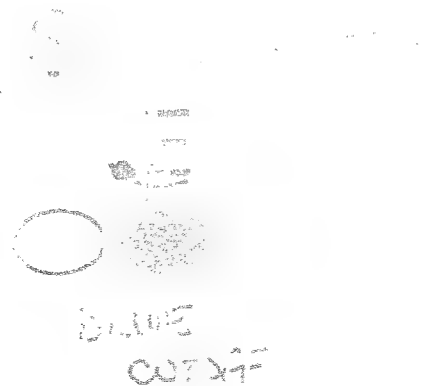
SS

Over 5 30-27



Star Bubble (6-1-2)

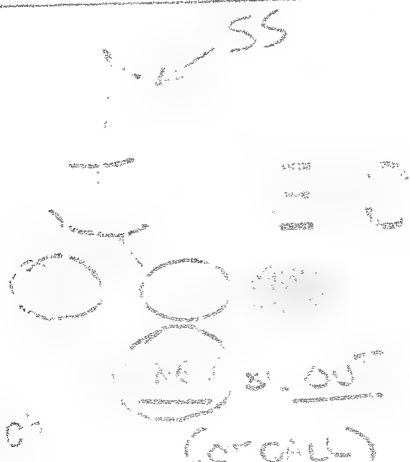
Star Bubble (3)



SS



Star Bubble (3)



Star Bubble



Star Bubble

| TIME     | GENERAL | DATE | ADJUSTED     |
|----------|---------|------|--------------|
| VS 11:00 | FS      |      | 7:45 MISSILE |
| VS 12:00 |         |      |              |

FS

SS



○○□○○○

| TIME     | GENERAL | DATE  | ADJUSTED         |
|----------|---------|-------|------------------|
| VS 11:00 | FS      | 10-12 | VS 11:00 US Zone |
| VS 12:00 |         |       | VS 12:00 US Zone |

FS

VS  
mid



SIT 11:00

SS

○○□○○○

|       |       |       |           |
|-------|-------|-------|-----------|
| 12-13 | 17-18 | 19-20 | ADJUSTED  |
| 10-11 | TEST  | 10-11 | Feed High |



OO=OO

Q.3 CAN BRING YOU SOME DATA TO THE - 1000 - 1000

|        |             |       |  |
|--------|-------------|-------|--|
| 12-13  | 17-18       | 19-20 | ADJUSTED                                 |
| SHADOW | INSIDE TEST | 10-11 | SIT IN VOID IT<br>OPPOSITE THIS VS. ZONE |

5-6  
MAN  
1-2  
VS. ZONE

OO=OO

| NAME        | ADDRESS | CITY | ADDITIONAL INFO |
|-------------|---------|------|-----------------|
| C. H. H. H. | 12345   | 1234 | TEST US 2. ONLY |

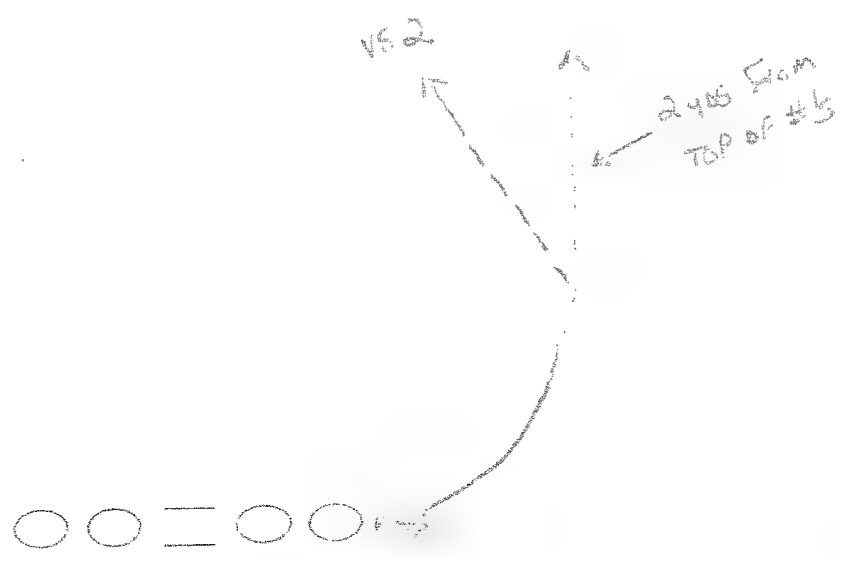


OC=OO

| NAME | ADDRESS | CITY | ADDITIONAL INFO |
|------|---------|------|-----------------|
|------|---------|------|-----------------|

OC=OO

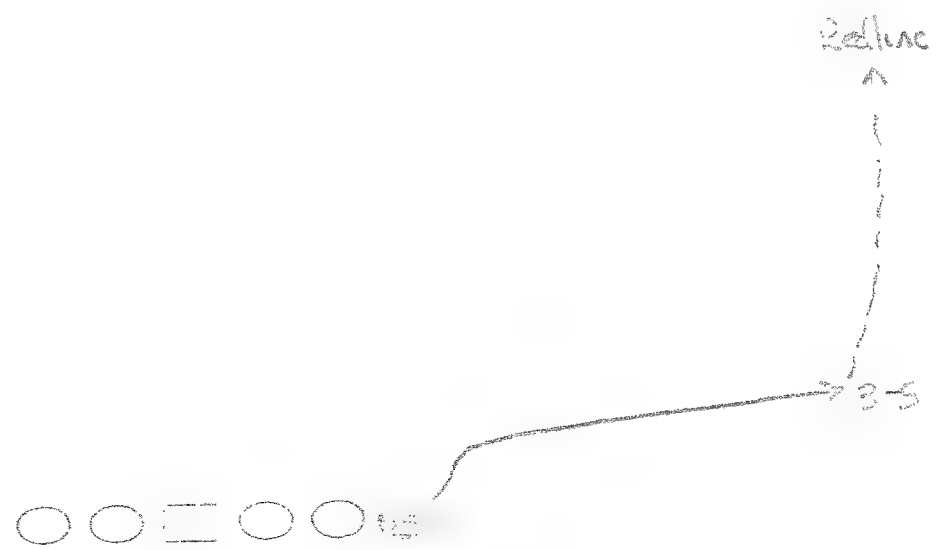
| ROUTE:             | RELEASE:     | DEPTH: | ADJUSTMENT:    |
|--------------------|--------------|--------|----------------|
| QUICK SEAM<br>1000 | OUTSIDE BEST |        | POST VS 2 ONLY |



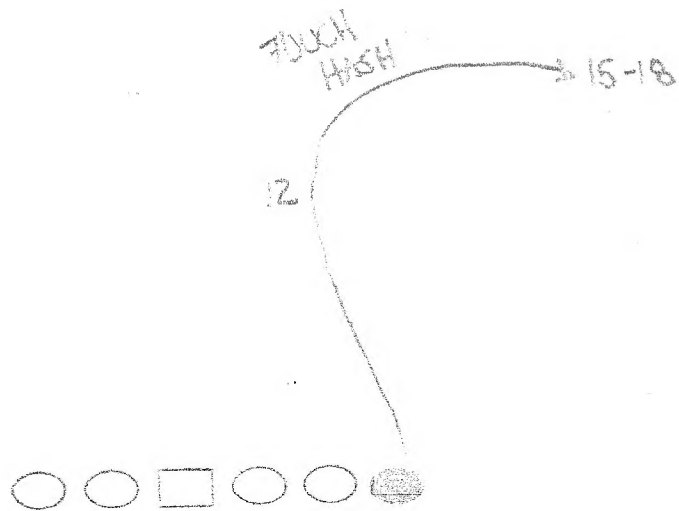
LOOK ON 3RD STEP!

RUN THRU COVERAGE

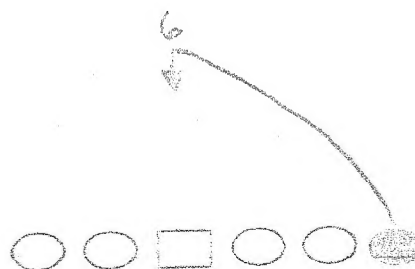
| ROUTE:   | RELEASE: | DEPTH:  | ADJUSTMENT:                          |
|----------|----------|---------|--------------------------------------|
| DIAGONAL | OUTSIDE  | 3-5 YDS | WHEEL AT #5 IF YOU<br>DON'T GET FULL |

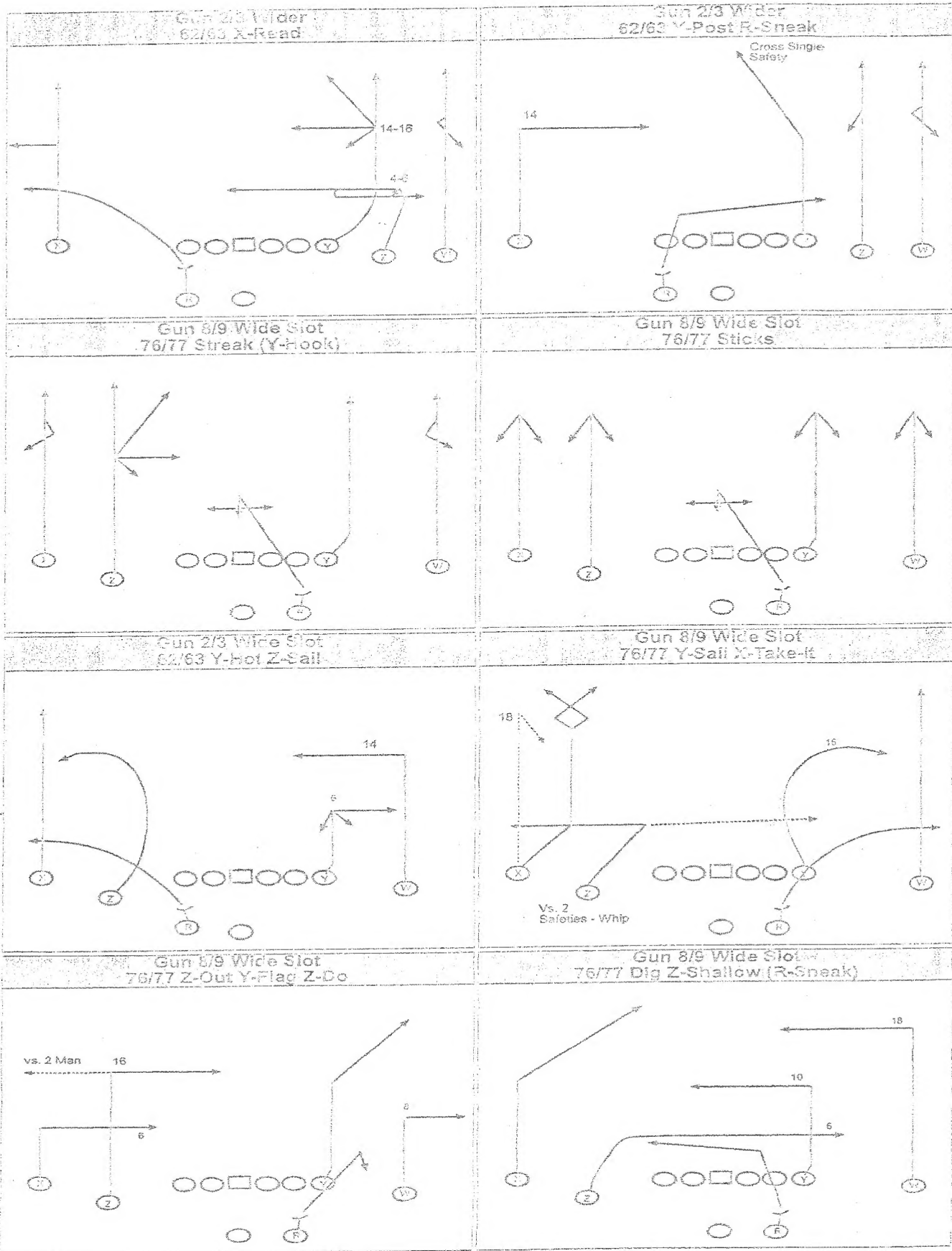


| <u>ROUTE:</u> | <u>RELEASE:</u> | <u>DEPTH:</u> | <u>ADJUSTMENT:</u> |
|---------------|-----------------|---------------|--------------------|
| SAIL          | BEST            | 15-18         | STEM INTO VOID     |



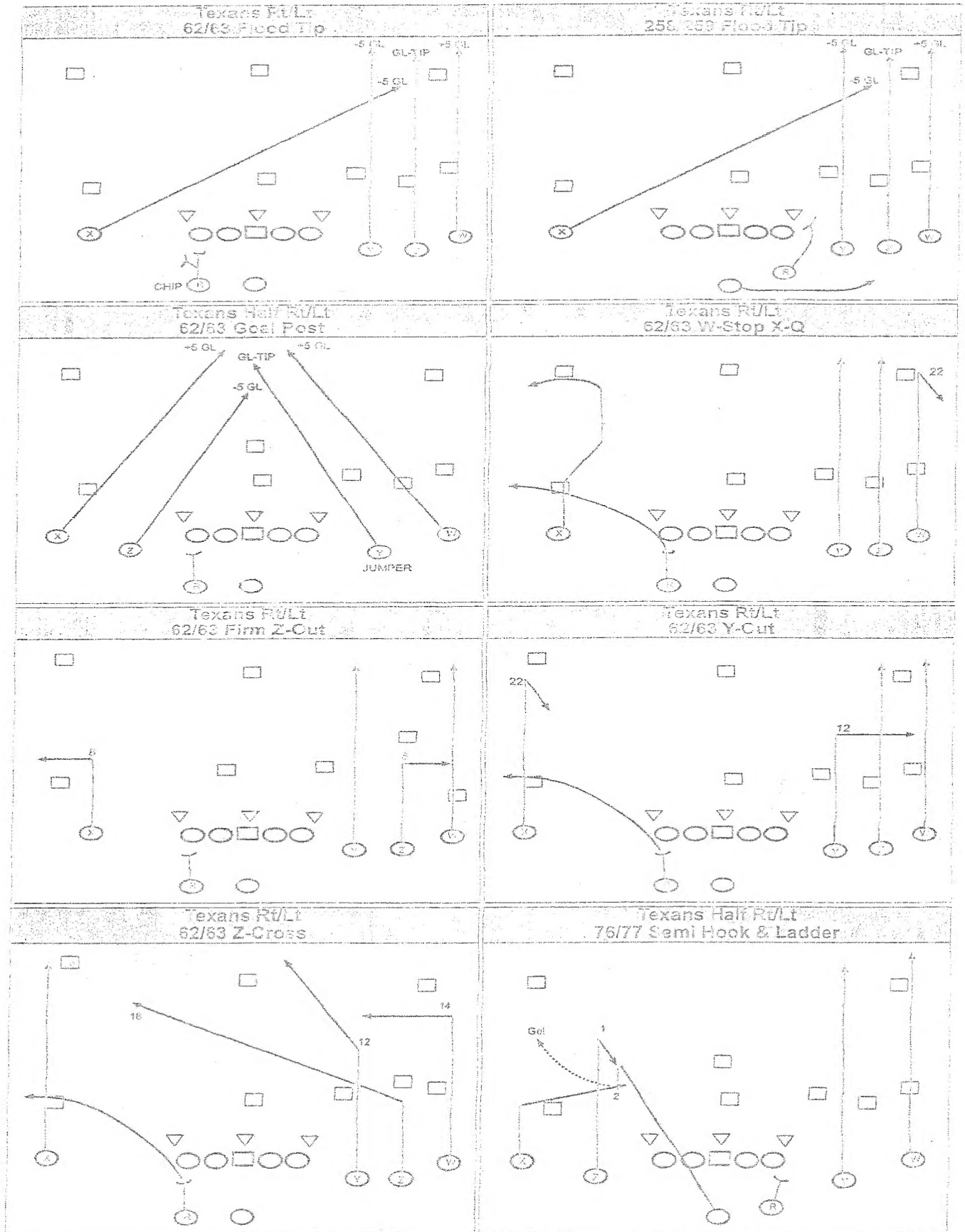
| <u>ROUTE:</u> | <u>RELEASE:</u> | <u>DEPTH:</u> | <u>ADJUSTMENT:</u> |
|---------------|-----------------|---------------|--------------------|
| MIDDLE        | INSIDE BEST     | 6 yds         | QUICKNESS!         |







# TEXANS PERSONNEL



- I. Week #1 - 4 Coaching Sessions (May 19th, 20th, 21st, 22nd) 5 Days Off/Memorial Day
- II. Week #2 - 3 Coaching Sessions (May 28th, 29th, 30th) 2 Days Off
- III. Week #3 - 4 Coaching Sessions (June 2nd, 3rd, 4th, 5th) 3 Days Off
- IV. Week #4 - 3 Coaching Sessions (June 9th, 10th, 11th) 4 Days Off
- V. Week #5 - 3 Day Mini Camp (June 16th, 17th, 18th) 5 1/2 Weeks Off

Begins May 19th      Ends June 18th      =      4 1/2 Weeks

1. Begins May 19th, 2002 - Ends June 11th, 2002

| Daily Schedule #1                                | Daily Schedule #2 |
|--|-------------------|
| 6:00 AM - 9:00 AM - Breakfast / Taping           |                   |
| 7:30 AM - 8:00 AM - Special Teams Meet           |                   |
| 8:00 AM - 9:00 AM - Offense Meet / Defense Lift  |                   |
| 9:00 AM - 10:00 AM - Defense Meet / Offense Lift |                   |
| 10:00 AM - 10:15 AM - Travel to Practice Fields  |                   |
| 10:15 AM - 12:05 AM - Coaching Session/On Field  |                   |
| 12:05 PM - 1:30 PM - Lunch                       |                   |

3. Extra Weight Training Will be Scheduled Around Meeting Time and Coaching Sessions

1. Mon., June 16 - 2 Practices
- Tues., June 17 - 2 Practices
- Wed., June 18 - 1 Practice